South China Morning Post

Sport

Tencent and OCA's esports alliance can help put Hong Kong on map as global gaming hub, Asian chief Kenneth Fok says

853 words
24 January 2022
scmp.com
SCMCOM
English

* President of the Asian Electronic Sports Federation wants Hong Kong to be part of the qualifying campaign for September's Hangzhou Asian Games

* The Tencent partnership will provide money and technical help for countries and territories to prepare for the Hangzhou esports competition

Asian esports chief Kenneth Fok Kai-kong hopes a recent alliance with Chinese tech giant Tencent will help boost Hong Kong's standing as a global hub for competitive gaming.

Fok, president of the Asian Electronic Sports Federation (AESF), said he wanted the city to be part of the qualifying campaign for when esports makes its full medal debut at September's Asian Games in Hangzhou, China.

"I hope we can make one qualifier event on the Road to Asian Games (RDAG) programme in Hong Kong," Fok told the Post. "And with the support from Tencent, it will be a good promotion of Hong Kong while showing the world that Hong Kong is one of the most advanced cities in the world.

"We want Hong Kong to be recognised as a global hub for esports as well as the future of traditional sports."

Last week, the Olympic Council of Asia (OCA) and Tencent signed an MOU themed "Blooming in Asia" during an Asian Electronic Sports Development Conference with the aim of developing the esports industry in Asia. They also announced the strategic cooperation between OCA and Tencent, and between AESF and Tencent E-sports, as well as plans for the RDAG.

Esports was a demonstration sport at the 2018 Asian Games in Jakarta and was introduced as a medal event for the first time in a multi-sport competition during the 2019 Southeast Asian Games in the Philippines. Tencent Games owns some of the world's most popular games such as Fornite, League of Legends and Valorant.

The RDAG was launched in November last year by the OCA and AESF during the OCA's general assembly in Dubai. The programme commits financial and technical help to 44 National Olympic Committees in Asia as they prepare for esports' debut at the Games, and beyond to Aichi-Nagoya, Japan in 2026, Doha, Qatar in 2030 and Riyadh, Saudi Arabia in 2034.

"The recent MOU signing can be dated back to the AESF and Tencent partnership for the 18th Asian Games Jakarta-Palembang 2018, which laid a solid foundation for further development of the partnership and an introduction of the upcoming Road to Asian Games programme," Fok said.

"Especially for the last edition of the Asian Games, the regional qualifiers for three titles held in Hong Kong were very successful with substantial support from Tencent and AESF has received a participation of esports athletes from more than 20 countries and regions.

"Moreover, the world’s famous esports athletes, such as Faker, also represented the Korean national team, and it helped the events to attract significant attention from the public and extensive media coverage from all over the world.”

Fok said he expected more countries to take part in the Hangzhou esports events and the Hong Kong-based AESF wants to take advantage of its popularity and its alliance with Tencent to promote the city.

He said the collaboration extends beyond esports and will also explore "digital and technology-based cooperation” for traditional sports.

"Tencent is the one of global front runners in IT/Technology industry, being based in Shenzhen and AESF is the only international esports governing body who takes care of the Olympic programmes with various branch arms across the continent,” Fok said.

"Therefore, as the leader in each respective area, the close cooperation between the two organisations will pursue a leading position to present how IT/Technology can support sports innovation in terms of playing, engagement, culture and education.”

In addition, Fok said esports could play a pivotal role in Chief Executive Carrie Lam Cheng Yuet-ngor’s plan to build a "Northern Metropolis” in areas bordering Shenzhen to ease housing shortages and create a new hi-tech hub.

"Being based in Hong Kong, the AESF believes that it will definitely help boost esports as an important content of Northern Metropolis concept.

"AESF and Tencent are planning for joint efforts in cultural exchanges, technical talents cultivation, Asian sporting event support and digital sports research, thus facilitating the development of Asian sports, encouraging the young generation to participate in sports and explore their future opportunities through understanding of IT/technology, sports and esports.”

Mars Hou, vice-president of Tencent Games and general manager of Tencent esports, said: "Tencent E-sports will spare no effort to assist AESF by actively sharing mature event organisation experience, providing education for players and practitioners, jointly promoting the exchanges of competitive sports in Asia, as well as cultural exchanges among different nationalities and regions.”

Document SCMCOM0020220124ei1o000ca

Cloud Gaming Backend Service Martket to Eyewitness Huge Growth by 2028 | Tavant Technologies, Tencent, XtraLife, Huawei

1,123 words
21 January 2022
iCrowdNewswire
ICROWDN
English

A new research document is added in HTF MI database of 74 pages, titled as 'Cloud Gaming Backend Service Market – Global Outlook and Forecast 2022-2028' with detailed analysis, Competitive landscape, forecast and strategies. Latest analysis highlights high growth emerging players and leaders by market share that are currently attracting exceptional attention. The identification of hot and emerging players is completed by profiling 50+ Industry players; some of the profiled players are AWS, Microsoft Azure, Google, ChilliConnect (Unity), Photon Engine, brainCloud, Tavant Technologies, Back4App, ShepHertz, XtraLife, Huawei, Tencent, LeanCloud. The Market has witnessed continuous growth in the past few years and is projected to see some stability post Q2,2020 and may grow further during forecast year 2021-2026

Access sample report @
https://www.htfmarketreport.com/sample-report/3815381-cloud-gaming-backend-service-market

Summary

Game BaaS is the bridge architecture between Platform-as-a-Service (PaaS) and Games-as-a-Service (GaaS). In order to create cloud-based technologies or toolsets for game development, BaaS uses SDKs (software development kits) and APIs (application programming interfaces). To power up games running on a GaaS model, BaaS features like user account and profile management, push notifications, cloud storage, social interactions, commerce, and game telemetry are made easily integrated into game applications through APIs. This greatly reduces the time and manpower required to build such services from scratch.

This report contains market size and forecasts of Cloud Gaming Backend Service in Global, including the following market information:

Global Cloud Gaming Backend Service Market Revenue, 2017-2022, 2023-2028, ($ millions)

Global top five companies in 2021 (%)

The global Cloud Gaming Backend Service market was valued at 420.8 million in 2021 and is projected to reach US$ 1370.6 million by 2028, at a CAGR of 18.4% during the forecast period.

The U.S. Market is Estimated at $ Million in 2021, While China is Forecast to Reach $ Million by 2028.

Professional Services Segment to Reach $ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Cloud Gaming Backend Service include AWS, Microsoft Azure, Google, ChilliConnect (Unity), Photon Engine, brainCloud, Tavant Technologies, Back4App and ShepHertz, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

Get Customization in the Report, Enquire Now @
https://www.htfmarketreport.com/enquiry-before-buy/3815381-cloud-gaming-backend-service-market

Total Market by Segment:

Global Cloud Gaming Backend Service Market, by Type, 2017-2022, 2023-2028 ($ millions)

Global Cloud Gaming Backend Service Market Segment Percentages, by Type, 2021 (%)

Professional Services

Support and Maintenance

Access and Identity Management

Usage Analytics

Global Cloud Gaming Backend Service Market, by Enterprise Size, 2017-2022, 2023-2028 ($ millions)

Global Cloud Gaming Backend Service Market Segment Percentages, by Enterprise Size, 2021 (%)

SMEs

Large Enterprises

Global Cloud Gaming Backend Service Market, By Region and Country, 2017-2022, 2023-2028 ($ Millions)

Global Cloud Gaming Backend Service Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Cloud Gaming Backend Service revenues in global market, 2017-2022 (estimated), ($ millions)

Key companies Cloud Gaming Backend Service revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

AWS

Microsoft Azure

Google

ChilliConnect (Unity)

Photon Engine

brainCloud

Tavant Technologies

Back4App

ShepHertz

XtraLife

Huawei

Tencent

LeanCloud

Purchase Single User License of this report @ https://www.htfmarketreport.com/buy-now?format=1&report=3815381

1 Introduction to Research & Analysis Reports

1.1 Cloud Gaming Backend Service Market Definition

1.2 Market Segments

1.2.1 Market by Type

1.2.2 Market by Enterprise Size

1.3 Global Cloud Gaming Backend Service Market Overview

1.4 Features & Benefits of This Report

1.5 Methodology & Sources of Information

1.5.1 Research Methodology

1.5.2 Research Process

1.5.3 Base Year

1.5.4 Report Assumptions & Caveats

2 Global Cloud Gaming Backend Service Overall Market Size

2.1 Global Cloud Gaming Backend Service Market Size: 2021 VS 2028

2.2 Global Cloud Gaming Backend Service Market Size, Prospects & Forecasts: 2017-2028

2.3 Key Market Trends, Opportunity, Drivers and Restraints

2.3.1 Market Opportunities & Trends

2.3.2 Market Drivers

2.3.3 Market Restraints

3 Company Landscape

3.1 Top Cloud Gaming Backend Service Players in Global Market

3.2 Top Global Cloud Gaming Backend Service Companies Ranked by Revenue

3.3 Global Cloud Gaming Backend Service Revenue by Companies

3.4 Top 3 and Top 5 Cloud Gaming Backend Service Companies in Global Market, by Revenue in 2021

3.5 Global Companies Cloud Gaming Backend Service Product Type

3.6 Tier 1, Tier 2 and Tier 3 Cloud Gaming Backend Service Players in Global Market

3.6.1 List of Global Tier 1 Cloud Gaming Backend Service Companies

3.6.2 List of Global Tier 2 and Tier 3 Cloud Gaming Backend Service Companies

4 Market Sights by Product

4.1 Overview

4.1.1 by Type – Global Cloud Gaming Backend Service Market Size Markets, 2021 & 2028

4.1.2 Professional Services

4.1.3 Support and Maintenance

4.1.4 Access and Identity Management

4.1.5 Usage Analytics

4.2 By Type – Global Cloud Gaming Backend Service Revenue & Forecasts

4.2.1 By Type – Global Cloud Gaming Backend Service Revenue, 2017-2022

4.2.2 By Type – Global Cloud Gaming Backend Service Revenue, 2023-2028

4.2.3 By Type – Global Cloud Gaming Backend Service Revenue Market Share, 2017-2028

5 Sights by Application

5.1 Overview

5.1.1 By Application – Global Cloud Gaming Backend Service Market Size, 2021 & 2028

5.1.2 SMEs

5.1.3 Large Enterprises

5.2 By Enterprise Size – Global Cloud Gaming Backend Service Revenue & Forecasts

5.2.1 By Enterprise Size – Global Cloud Gaming Backend Service Revenue, 2017-2022

5.2.2 By Enterprise Size – Global Cloud Gaming Backend Service Revenue, 2023-2028

5.2.3 By Enterprise Size – Global Cloud Gaming Backend Service Revenue Market Share, 2017-2028

….Continued

View Detailed Table of Content @
https://www.htfmarketreport.com/reports/3815381-cloud-gaming-backend-service-market

It’s vital you keep your market knowledge up to date. If you have a different set of players/manufacturers according to geography or needs regional or country segmented reports we can provide customization accordingly.

South China Morning Post

AsiaWorld

China gaming crackdown: Tencent prompts young gamers to adhere to 14-hour playtime limit during four-week winter break

706 words
17 January 2022
scmp.com
SCMCOM
English

* Tencent has drawn up a calendar from January 17 to February 15, which includes the Lunar New Year holiday, when playtime for young gamers is restricted

* Gamers aged under 18 are limited to playing between 8pm and 9pm only on Fridays, Saturdays, Sundays and statutory holidays

Tencent Holdings, which runs the world's biggest video gaming business by revenue and China's largest social media platform, is reminding its game subscribers aged under 18 to strictly follow their 14-hour playtime limit during the four-week winter break.

The company has drawn up a calendar from January 17 to February 15 and marked the 14 days, including the weekends and the Lunar New Year holiday, when young video gaming subscribers are only allowed to play one hour each day, based on the Chinese government's latest mandate, according to a post by Tencent Games on its WeChat account on Monday. Tencent Games is a business unit under the Shenzhen-based internet giant's Interactive Entertainment Group.

Gamers aged under 18 are restricted to playing between 8pm and 9pm only on Fridays, Saturdays, Sundays and statutory holidays, according to new rules introduced last August by the National Press and Publication Administration (NPPA), China's top watchdog for gaming and other forms of online media. That marked the country's most stringent measure yet to tackle video gaming addiction among young people.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

In its post on Monday, Tencent warned its young subscribers that stealing their family members' identifications to bypass the gaming restrictions would initiate the facial recognition process for logins. It added that parents could also set their gaming accounts on so-called youth mode – a function used by Chinese internet platforms to protect teenagers from gaming addiction and inappropriate short videos.

Tencent's pre-holiday warning to its young gaming subscribers reflects what founder, chairman and chief executive Pony Ma Huateng described in a recent internal speech as the company's resolve to do its job without crossing any lines, and its commitment to serve as an "assistant and connector" for the country and society.

The 14-hour playtime reminder from Tencent on Monday became one of the most searched topics on Chinese microblogging platform Weibo, with many netizens expressing their sympathy to the affected young gamers.

"First time that I feel glad to be born before 2003," said one of the Weibo comments that had around 6,000 upvotes. Another popular comment raised concerns that the restrictions may backfire when these minor become adults and indulge themselves in more gaming as some sort of "revenge playing".

The stakes are high for the continued enforcement of the gaming limits in the world's largest internet and video gaming market, as Beijing continues to crack down on the activities of the country's major online services providers.

On Tencent's quarterly earnings call last November, chief strategy officer James Mitchell said he did not expect video gaming restrictions to be extended to adults and that the company has a games backlog to keep it "busy for many quarters to come", adding the current regulatory environment is "temporary".

Still, the NPPA has not published a list of approved new video game titles since the end of July. This marks the country's longest suspension of new game licences since a nine-month hiatus in 2018 that followed a

regulatory reshuffling. As a result, thousands of small studios and gaming-related firms – including those involved in merchandising, advertising and publishing – went out of business over the past several months.

Amid regulatory pressure, China's video games market recorded its slowest revenue growth in three years in 2021. The market posted only a 6.4 per cent increase last year, down from a 20.7 per cent growth in 2020, according to a report by the Game Publishing Committee of the state-backed China Audio-Video and Digital Publishing Association.

Document SCMCOM0020220117ei1h000dy

即市頭條- Latest News
TENCENT: Minors' Gaming Time during 2022 Winter, CNY Holiday Limited to 14 Hrs Max.

108 words
17 January 2022
AAStocks Financial News
AASFNE
English

TENCENT (00700.HK) issued the notice on the restrictions imposed on the game-playing time of minors during the 2022 winter holiday and Chinese New Year holiday.

In accordance with the notice on further preventing minors from developing online game addictions published by the Chinese government, underage users will only be allowed to log in and play games, during 8-9 pm, on 21-23, 28 and 31 of January; and 1-6, 11-13 of February, totaling 14 days.

~

AAStocks Financial News

Web Site: www.aastocks.com

Document AASFNE0020220117ei1h003s5

Tencent to buy Xiaomi's BlackShark Gaming unit for $470m: Report

SportzPower Team
Distributed by Contify.com
157 words
11 January 2022
SportzPower
ATSPZW
English

MUMBAI: A new report claims that the Chinese giant Tencent Games is about to acquire Xiaomi's BlackShark Gaming division in a deal worth approximately CNY 3 billion (a little over $470 million).

Tencent Games is the world's largest gaming company with hits like PUBG: Mobile and Arena of Valor.

According to GSMArena, details surrounding the acquisition are scarce and an official statement on the matter is still missing.

The new deal with Black Shark will focus on cooperation in the field of gaming phones with the end goal of giving users an improved mobile gaming experience.

Earlier smartphone makers like ASUS partnered with Tencent Games to bring their ROG Phone II and also the Tencent customized Elite version in China.

Xiaomi-backed Black Shark earlier launched two new gaming smartphones Black Shark 4 and Black Shark 4 PRO.

Document ATSPZW0020220111ei1b0002u

GOX Joins Hands with Tencent Cloud to Empower eSports Livestreaming and Entertainment Business in Indonesia; The two parties sign MoU aiming to put the local gaming and livestreaming industries on a fast track through benefiting millions of viewers and streamers in Indonesia and Asia

Tencent Cloud; PR Newswire
620 words
10 January 2022
12:50
PR Newswire Asia
PRNASI
English

HONG KONG, Jan. 10, 2022 /PRNewswire/ -- GOX, the first Indonesian game streaming platform, today announced to join hands with Tencent Cloud to offer top notch livestreaming & eSports solutions to become an integral part of the burgeoning entertainment market in Indonesia and Asia. The two parties have signed a memorandum of understanding for a 4-year collaboration as a blueprint for its growing local eSports & content delivery ecosystem.

In the collaboration, GOX will leverage Tencent Cloud's industry-leading streaming service and content delivery network, to offer low latency, seamless and stable gaming content to millions of viewers in Indonesia and Asia.

The agreement is made amid the e-sports market boom. The global market value is expected to reach US$2.89 billion in 2025 at a CAGR of 23%, according to The Business Research Company. A study conducted by the Indonesian Gaming Association indicated that the local gaming sector is growing at a pace of 37% annually, illustrating the rapid growth of the gaming sector and signifying the scale of the Indonesian e-sports field.

Jack Lontoh, Founder of GOX, said, "Through our collaboration with Tencent Cloud, we are confident that we can accelerate the growth of GOX while maintaining the highest quality of streaming services. When COVID-19 hit in early 2020, the number of GOX active users has grown more than 16 times, benefitting from the social restriction, as more people started to go online. GOX has positioned itself to take advantage from the early wave of people turning to streaming as a full-time job. As the pandemic continues and the gaming industry further grows, GOX will solely focus on making streaming a 'sexy' occupation to have."

Poshu Yeung, Senior Vice President, Tencent Cloud International, said, "Tencent Cloud highlights its commitment to address the ever-evolving demands of people around the world, and how global enterprises can cover all their needs. Through our collaboration with GOX, we look forward to empowering the local entertainment business, particularly in the field of e-sports and game livestreaming, via our high-quality, high-performance, stable and secure technology."

In the future, GOX will continue to look into deeper collaboration with Tencent Cloud in terms of more interactive platform features and gaming resource collaboration, to benefit both viewers and streamers. Tencent Cloud commits to offering stable, fast and high-quality technology service to gaming & entertainment enterprises, contributing to its partners' competitiveness in the market.

About GOX

GOX is The First Indonesian Gaming Livestreaming Platform. As the only local gaming livestreaming company in the market, GOX will continue to develop its product focusing on personalization and localization to cater the needs of the community.

Follow us on:

Instagram – @gox.play

LinkedIn – https://www.linkedin.com/company/gox/

Facebook – https://www.facebook.com/goxindonesia/

About Tencent Cloud

Tencent Cloud is Tencent's cloud services brand, providing industry-leading cloud products and services to organizations and enterprises across the world. Leveraging its robust data center infrastructures around the world, Tencent integrates cloud computing, big data analytics, AI, Internet of Things, security and other

advanced technologies with smart enterprise scenarios. At the same time, we provide a holistic smart enterprise solution for sectors including finance, education, healthcare, retail, industry, transport, energy and radio & television.

SOURCE Tencent Cloud

https://rt.prnewswire.com/rt.gif?NewsItemId=AE25578&Transmission_Id=202201100220PR_NEWS_ASPR__AE25578&DateId=20220110

Irene Fung, Current Global, ifung@currentglobal.com, +852 2533 9980

Document PRNASI0020220110ei1a000xd

CE Noticias Financieras English
Tencent sells shares in gaming company and rattles Chinese techs listed in Hong Kong and US

567 words
5 January 2022
CE NoticiasFinancieras
NFINCE
English

Chinese giant Tencent has reduced its stake in Sea, a Singaporean company linked to the world of gaming and e-commerce. In total, the technology company sold shares valued at three billion dollars (2.5 billion euros). This move raised questions about whether more companies in the technology sector in China could carry out similar actions, given the framework of increasing regulation from Beijing. According to Bloomberg, this reduction served as fuel for the doubts of investors, who weigh up whether Tencent and other sector companions in China could sell more shares they hold in other companies and withdraw some investments in companies in the area of consumer technology. Beijing's government has stepped up scrutiny of the country's tech companies, imposing hefty fines and targeting companies in the sector that engage in monopolistic behavior. In addition to Tencent, companies like Meituan, Didi or JD.com have also been more scrutinized by Beijing.

Read Also Shares of Chinese giants like Tencent or Alibaba sink on fears of regulatory pressure from Beijing The reduction of Tencent's stake in Sea has generated a "selloff" among China's leading techs, even leading to the biggest drop since July in the Hang Seng Tech Index, which groups the techs. This index sank 4.6%, marking the third session of falls, with technologies such as Meituan falling about 11% in Hong Kong or JD.com tumbling more than 7% in the session. Tencent shares, meanwhile, skidded 4.3 percent. "China's anti-monopoly rules and regulators' concerns about data privacy and Internet security could lead to further withdrawal of investment in Internet companies in the country over the next few months," anticipates Cecilia Chan, an analyst at Bloomberg Intelligence, quoted in a note. According to estimates made by the agency, until September last year, Tencent controlled an investment portfolio valued at $ 185 billion. Also Read Beijing wants Didi off Wall Street. Shares tumble almost 7% in the pre-market Falls infect Chinese technologies listed in the U.S.The losses were not limited to Asian indices, since also the Chinese companies that are listed in the United States were "infected" in the session on Tuesday, with falls that are extending also in the pre-market this Wednesday. Already at the close of the session on Tuesday the falls were visible, particularly in companies like Didi, which devalued 4.76% and already on Wednesday continues to fall 1.4% before the market opening. Didi, described as the "Chinese Uber", was at the centre of a controversy with Beijing last summer, as it chose the US to go public. After pressure coming from Chinese regulators, the company is preparing to leave Wall Street and is expected to be listed in Hong Kong. Besides Didi, Bilibili also fell last session, with losses amounting to 8.94%, while this Wednesday it is depreciating 4% before the opening of the US indices. Pinduoduo, meanwhile, an e-commerce platform, fell about 11% yesterday and in the pre-market is already yielding 2.95%. Also Read China with heavy hand to drive techs away from the West This Tuesday, the Nasdaq Golden Dragon China index, where several of China's techs are listed, closed down 4.3% after the sale of several Sea shares held by Tencent.

Document NFINCE0020220105ei15004cz

Tencent Technology (Shenzhen) Company Limited; Patent Issued for Gesture display method and apparatus for virtual reality scene (USPTO 11194400)

2,442 words
27 December 2021
Internet Weekly News
INTWKN
757
English

2021 DEC 27 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- From Alexandria, Virginia, VerticalNews journalists report that a patent by the inventors Shen, Chao (Shenzhen, CN), Wang, Honghao (Shenzhen, CN), Wang, Xueqiang (Shenzhen, CN), filed on July 11, 2019, was published online on December 7, 2021.

The patent's assignee for patent number 11194400 is Tencent Technology (Shenzhen) Company Limited (Shenzhen, People's Republic of China).

News editors obtained the following quote from the background information supplied by the inventors:

"In a virtual environment provided in a VR system, in most cases, a VR handle needs to be operated with both hands of a user to interact with a virtual article.

"In a typical VR system, a VR handle is provided with a key corresponding to a finger of a user. In a virtual environment, a virtual hand is provided for the user. A position of the virtual hand moves with movement of the VR handle by the user. When the finger of the user presses the key of the VR handle, a finger of the virtual hand in the virtual environment is folded and is in a curled state; and when the finger of the user releases the key of the VR handle, the finger of the virtual hand in the virtual environment lifts and is in a spread state. When the virtual hand in the virtual scene comes into contact with a virtual article, if a thumb and an index finger press corresponding keys at the same time, the virtual hand may grab the virtual article in the virtual environment in the hand.

"The foregoing interaction manner is a near field interaction manner. When it is necessary to grab a virtual article far away in a virtual environment with a virtual hand, a user can move a VR handle to move the virtual hand to a position that is in contact with the virtual article, to grab the virtual article."

As a supplement to the background information on this patent, VerticalNews correspondents also obtained the inventors' summary information for this patent: "Aspects of the disclosure provide methods and apparatuses for displaying a gesture in a virtual reality (VR) environment. In some examples, an apparatus for displaying the gesture in the virtual reality (VR) environment includes processing circuitry.

"The processing circuitry displays a first gesture object corresponding to a state of a virtual hand when the virtual hand does not hold a virtual article. The processing circuitry displays a second gesture object when a ray of the first gesture object intersects the virtual article. The second gesture object indicates that the virtual article is in front of the virtual hand. The ray extends from the virtual hand. The processing circuitry displays a third gesture object in response to a selection instruction. The third gesture object corresponds to a state of the virtual hand when the virtual hand holds the virtual article.

"In an embodiment, before displaying the second gesture object, the processing circuitry further determines a gesture position of the first gesture object in a virtual environment according to a motion status of a hand in a real environment. The processing circuitry determines a ray position of the ray in the virtual environment according to the gesture position. The processing circuitry detects whether the ray position overlaps an article position of the virtual article in the virtual environment. The processing circuitry determines that the ray intersects the virtual article when the ray position overlaps the article position.

"In an embodiment, after displaying the first gesture object, the processing circuitry further displays the third gesture object when the first gesture object intersects the virtual article and the selection instruction is received. The processing circuitry determines a gesture position of the first gesture object in a virtual environment according to a motion status of a hand in a real environment. The processing circuitry detects whether the gesture position overlaps an article position of the virtual article in the virtual environment. The processing circuitry determines that the first gesture object intersects the virtual article when the gesture position overlaps the article position.

"In an embodiment, the processing circuitry displays the third gesture object according to a type of the virtual article."

The claims supplied by the inventors are:

"1. A method for displaying a gesture in a virtual reality (VR) environment, the method comprising: displaying, by processing circuitry of an apparatus, a first gesture of a virtual hand when the virtual hand does not hold a virtual article, the virtual hand having a virtual ray associated therewith and configured to detect when the virtual hand can interact with the virtual article, the virtual ray being hidden while the virtual ray does not intersect the virtual object; displaying, by the processing circuitry, a second gesture of the virtual hand when the virtual ray from the virtual hand intersects the virtual article, the second gesture of the virtual hand indicating that the virtual article is in front of the virtual hand, and the virtual ray is displayed within the VR environment as extending from a finger of the virtual hand to the virtual article when the virtual ray intersects the virtual article; and displaying, by the processing circuitry, a third gesture of the virtual hand in response to a selection instruction, the third gesture of the virtual hand indicating that the virtual hand holds the virtual article.

"2. The method according to claim 1, wherein before the displaying the second gesture of the virtual hand, the method further comprises: determining, by the processing circuitry, a gesture position of the first gesture of the virtual hand in the VR environment according to a motion status of a hand in a real environment; determining, by the processing circuitry, a ray position of the virtual ray in the VR environment according to the gesture position; detecting, by the processing circuitry, whether the ray position overlaps an article position of the virtual article in the VR environment; and determining, by the processing circuitry and when the ray position overlaps the article position, that the virtual ray intersects the virtual article.

"3. The method according to claim 1, wherein after the displaying the first gesture of the virtual hand, the method further comprises: displaying, by the processing circuitry, the third gesture of the virtual hand when the first gesture of the virtual hand intersects the virtual article and the selection instruction is received.

"4. The method according to claim 3, wherein before the displaying the third gesture of the virtual hand when the first gesture of the virtual hand intersects the virtual article and the selection instruction is received, the method further comprises: determining, by the processing circuitry, a gesture position of the first gesture of the virtual hand in the VR environment according to a motion status of a hand in a real environment; detecting, by the processing circuitry, whether the gesture position overlaps an article position of the virtual article in the VR environment; and determining, by the processing circuitry and when the gesture position overlaps the article position, that the first gesture of the virtual hand intersects the virtual article.

"5. The method according to claim 1, wherein the displaying the third gesture of the virtual hand comprises: displaying, by the processing circuitry and according to a type of the virtual article, the third gesture of the virtual hand.

"6. The method according to claim 1, further comprising: displaying, by the processing circuitry, the virtual article in a preset display manner when the virtual ray intersects the virtual article, the preset display manner being different from an original display manner of the virtual article.

"7. The method according to claim 1, wherein after the displaying the third gesture of the virtual hand, the method further comprises: displaying, by the processing circuitry, the first gesture of the virtual hand in response to a placement instruction.

"8. The method according to claim 1, wherein after the displaying the first gesture of the virtual hand, the method further comprises: displaying, by the processing circuitry, a fourth gesture of the virtual hand in response to a press instruction, the fourth gesture of the virtual hand indicating that the finger of the virtual hand is in a curled state.

"9. The method according to claim 8, wherein after the displaying the fourth gesture of the virtual hand, the method further comprises: displaying, by the processing circuitry, a fifth gesture of the virtual hand in response to a release instruction, the fifth gesture of the virtual hand indicating that the finger of the virtual hand is in a spread state.

"10. An apparatus for displaying a gesture in a virtual reality (VR) environment, the apparatus comprising processing circuitry configured to: display a first gesture of a virtual hand when the virtual hand does not hold a virtual article, the virtual hand having a virtual ray associated therewith and configured to detect when the virtual hand can interact with the virtual article, the virtual ray being hidden while the virtual ray does not intersect the virtual object; display a second gesture of the virtual hand when the virtual ray from the virtual hand intersects the virtual article, the second gesture of the virtual hand indicating that the virtual article is in front of the virtual hand, and the virtual ray is displayed in the VR environment as extending from a finger of the virtual hand to the virtual article when the virtual ray intersects the virtual article; and display a third gesture of the virtual hand in response to a selection instruction, the third gesture of the virtual hand indicating that the virtual hand holds the virtual article.

"11. The apparatus according to claim 10, wherein before the display of the second gesture of the virtual hand, the processing circuitry is further configured to: determine a gesture position of the first gesture of the virtual hand in the VR environment according to a motion status of a hand in a real environment; determine a ray position of the virtual ray in the VR environment according to the gesture position; detect whether the ray position overlaps an article position of the virtual article in the VR environment; and determine that the virtual ray intersects the virtual article when the ray position overlaps the article position.

"12. The apparatus according to claim 10, wherein after the display of the first gesture of the virtual hand, the processing circuitry is further configured to: display the third gesture of the virtual hand when the first gesture of the virtual hand intersects the virtual article and the selection instruction is received.

"13. The apparatus according to claim 12, wherein before the display of the third gesture of the virtual hand when the first gesture of the virtual hand intersects the virtual article and the selection instruction is received, the processing circuitry is further configured to: determine a gesture position of the first gesture of the virtual hand in the VR environment according to a motion status of a hand in a real environment; detect whether the gesture position overlaps an article position of the virtual article in the VR environment; and determine that the first gesture of the virtual hand intersects the virtual article when the gesture position overlaps the article position.

"14. The apparatus according to claim 10, wherein the processing circuitry is further configured to: display the third gesture of the virtual hand according to a type of the virtual article.

"15. The apparatus according to claim 10, wherein the processing circuitry is further configured to: display the virtual article in a preset display manner when the virtual ray intersects the virtual article, the preset display manner being different from an original display manner of the virtual article.

"16. The apparatus according to claim 10, wherein after the display of the third gesture of the virtual hand, the processing circuitry is further configured to: display the first gesture of the virtual hand in response to a placement instruction.

"17. The apparatus according to claim 10, wherein after the display of the first gesture of the virtual hand, the processing circuitry is further configured to: display a fourth gesture of the virtual hand in response to a press instruction, the fourth gesture of the virtual hand indicating that the finger of the virtual hand is in a curled state.

"18. The apparatus according to claim 17, wherein after the display of the fourth gesture of the virtual hand, the processing circuitry is further configured to: display a fifth gesture of the virtual hand in response to a release instruction, the fifth gesture of the virtual hand indicating that the finger of the virtual hand is in a spread state.

"19. A non-transitory computer-readable storage medium storing computer-readable instructions that, when executed by at least one processor, cause the at least one processor to perform a method comprising: displaying, in a virtual reality (VR) environment a first gesture of a virtual hand when the virtual hand does not hold a virtual article, the virtual hand having a virtual ray associated therewith and configured to detect when the virtual hand can interact with the virtual article, the virtual ray being hidden while the virtual ray does not intersect the virtual object; displaying a second gesture of the virtual hand when the virtual ray from the virtual hand intersects the virtual article, the second gesture of the virtual hand indicating that the virtual article is in front of the virtual hand, and the virtual ray is displayed in the VR environment as extending from a finger of the virtual hand to the virtual article when the virtual ray intersects the virtual object; and displaying a third gesture of the virtual hand in response to a selection instruction, the third gesture of the virtual hand indicating that the virtual hand holds the virtual article."

There are additional claims. Please visit full patent to read further.

For additional information on this patent, see: Shen, Chao. Gesture display method and apparatus for virtual reality scene. U.S. Patent Number 11194400, filed July 11, 2019, and published online on December 7, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11194400.PN.&OS=PN/11194400RS=PN/11194400

Keywords for this news article include: Business, Conglomerates, Internet Companies, Tencent Technology (Shenzhen) Company Limited.

Document INTWKN0020211227ehcr00021

South China Morning Post

AsiaWorld
Death of young 'genius' Tencent programmer shocks China's gaming industry

834 words
19 December 2021
scmp.com
SCMCOM
English

* Mao Xingyun, a video game programmer and avid writer who enjoyed a following on the Chinese internet, died at age 30

* Mao represented a new generation of tech talent in China who aspire to make the country a global front runner in their respective fields

The sudden death of a young programmer at Chinese internet giant Tencent Holdings, regarded as a "genius" and one of the country's best hopes in making world-class video games, has sent shock waves across the industry.

Shenzhen-based Tencent confirmed on Wednesday the passing of 30-year-old Mao Xingyun, a lead engine programmer at Tencent Games, after news of his death spread across the internet.

"It is with deepest sorrow that we confirm that Mao Xingyun, a member of TiMi F1 Studio, died unexpectedly on the morning of December 11, 2021," Tencent said in a statement, without specifying the cause of Mao's death. "Xingyun had been an integral part of the team with his strong expertise and dedication to work. He will be immensely missed."

An internal letter addressed to Mao's colleagues said the programmer was hospitalised in August and September for unspecified health issues, according to Yinshi Finance, an online media outlet backed by the state-run Zhejiang Daily. He was said to have returned to work after his condition stabilised.

"Xingyun showed outstanding professional skills and performance during his time with the team for more than five years, and had always had high expectations for himself," Winco Qin, general manager of TiMi F1 Studio reportedly wrote. Tencent declined to comment on the letter.

Mao was one of the most well-known young talents in China's gaming industry, representing a new generation of tech experts aspiring to turn the country into a video gaming powerhouse. His death became a trending topic on China's social media, topping the hot search list on microblogging platform Weibo at one point on Wednesday.

Mao's earlier essays and posts outlining his ambitions were widely shared by internet users.

One of Mao's most popular posts was a short essay he wrote in 2013 when he was studying in Ukraine. "I have a dream that one day we will play a sandbox game made in Shanghai rather than living the American dream in Grand Theft Auto," he wrote, referring to the blockbuster game franchise that let players drive around locales modelled after US cities.

"I have a dream that one day, Chinese games, as with other industries in China, can stand as front runners in the world," Mao wrote.

Tencent said it has set up a special task force to assist Mao's family, but declined to disclose more information "as per his family's request".

Known also by his handle "Qianmo", Mao wrote more than 160 posts about video game programming in the past 10 years in his blog on the Chinese Software Developer Network (CSDN). He also shared his study notes on GitHub, a global open-source software development community.

Mao published two books: A Journey of Chasing Dreams: Windows Game Programming from Scratch in 2013 and Introduction to OpenCV3 Programming in 2015. He was also active on Zhihu, a Quora-like Chinese platform where he shared knowledge on game development with his more than 58,900 followers.

Mao revealed on Zhihu in October that Tencent had established TiMi F1 Studio, a new cross-continent unit that is developing a massive open-world game, which aims to replicate the virtual world Oasis, depicted in Steven Spielberg's 2018 hit film Ready Player One and widely referenced as a fictional example of the metaverse.

Mao's last Zhihu post was published on November 4, when he deflected compliments from Chinese media with a matter-of-fact explanation of his role at Tencent Games. Mao said he had just turned 30 and still had much to learn.

Mao rose to fame in China's tech world while he was still a student at the Nanjing University of Aeronautics and Astronautics, one of the top technology institutes in China. As a graduate student, he published his first book and was named Microsoft Most Valuable Professional in 2014 – an award given by the US tech firm to distinguished experts.

After news of Mao's death broke, netizens flocked to his Zhihu and CSDN pages to mourn his passing.

"His contribution outside his profession is immeasurable," Zhihu user Chengjuan wrote in a comment that was upvoted over 8,000 times. "His collection of research papers on real-time rendering alone was an invaluable treasure … I have benefited immensely from his efforts, and he was one of the few people on the internet that I'm grateful to."

Document SCMCOM0020211219ehcj000b5

Business
China's Policy to Stop Gaming Addiction in Minors Is Working, But Problems Remain, Tencent Says

Lv Qian
432 words
15 December 2021
Yicai Global
YICAIG
English

(Yicai Global) Dec. 15 -- The policy China introduced in September to prevent gaming addiction among minors has had positive results, but there are still challenges such as underage players using adult accounts, according to Tencent Holdings, the world's biggest publisher of video game titles.

Tencent has strictly carried out the policy since it was brought out and maintained good communication with the authorities, Zheng Lei, head of Tencent's juvenile protection system, told the China Game Industry Annual Conference in Guangzhou today.

The Shenzhen-based tech giant has set up a team to devise related technologies and policies, with a budget of as much as CNY100 million (USD15.7 million), Zheng said.

But there are still many underage gamers using adult accounts, he said. Many buy them on e-commerce platforms, and the price has risen from tens of yuan to hundreds or even thousands, leading to cases of fraud, Zheng said. These problems can only be solved by the whole industry working together, he added.

Tencent Games has been working hard to promote cooperation, such as teaming up with mobile phone manufacturers and telecom operators to embed underage protection modules in handsets, and working with the Ministry of Education to promote the formation of an official juvenile protection platform, Zheng said.

The new policy is still in its early days, and no comprehensive solution is in sight, Zheng said, while noting that such policies have gone through an iterative process in other countries, often taking more than 10 years to achieve real results. China is responding quickly with policies and corporate restrictions, but more developed technologies will be required in the future.

Chinese regulators moved on Sept. 1 to slash the amount of time minors can spend playing online games. For Tencent, the share of minors' game time in the home market that month fell to 0.7 percent from 6.4 percent a year earlier, while the share of revenue from underage gamers slipped from 4.8 percent to 1.1 percent, according to its third-quarter earnings report.

Tencent's gaming income was CNY44.9 billion (USD7.1 billion) in the three months ended Sept. 30, as year-on-year growth slid to 8 percent from 17 percent in the first quarter and 12 percent in the second. The changes were not entirely due to the country's new policy, Zheng told Yicai Global, without going into further detail.

Editors: Dou Shicong, Tom Litting

Click here to view image.

Document YICAIG0020211215ehcf0002u

South China Morning Post

Business

Tencent to open gaming studio in Singapore hub

Josh Ye
693 words
8 December 2021
South China Morning Post
SCMP
B2
English

TiMi Studio, maker of Call of Duty: Mobile,

sets up development branch in city state in wake of Beijing's regulatory crackdown on Big Tech

Tencent Holdings, the world's largest video gaming company by revenue, will open its next game development studio in Singapore, which has emerged as a regional hub for game development after investments from industry giants including Ubisoft and Riot Games, according to two people with knowledge of the matter.

TiMi Studio Group, the developer behind Tencent's biggest hits such as Honour of Kings and Call of Duty: Mobile, is setting up a studio in Singapore, according to the people, who declined to be identified because they are not authorised to speak to the media.

It will be Tencent's first studio in the city state and TiMi's fourth overseas behind Los Angeles, Seattle and Montreal. Until now, Tencent's Singapore staff only worked on existing games.

That move comes in the wake of Beijing's regulatory crackdown on Big Tech at home, which has spurred firms such as Tencent and TikTok owner ByteDance to look to Singapore as a base to hire foreign talent to develop products for the global market.

Singapore, which attracts high-paying jobs with its low taxes and warm weather, is shaping up to be a regional hub for international video gaming giants.

Over the past two years, Tencent subsidiary Riot Games, the developer behind hit game League of Legends, has moved much of its Hong Kong team to Singapore, while French gaming giant Ubisoft has been building up Ubisoft Singapore, which contributed significantly to the firm's latest hit, Assassin's Creed: Valhalla.

The new TiMi Singapore studio has yet to be announced to the public by the Shenzhen-based gaming giant.

While details regarding the studio's size and function remain scant, a job post listed online last month shows it is hiring middle- and senior-level software engineers with experience developing AAA games, an informal classification used to describe games made with industry-leading production quality and published on consoles or personal computers.

Tencent did not immediately respond to a request for comment yesterday.

TiMi is said to have generated US$10 billion in revenue last year, according to a Reuters report.

Honour of Kings is the most popular game in China with more than 100 million daily active users last year.

The Singapore operation also aimed to support TiMi's recently established F1 studio, the Post first reported in October. It is developing a metaverse-like experience that is said to involve all the global TiMi teams.

Francois Dallaire, a game development veteran who previously worked at Ubisoft and Riot Games, was named principal technical artist for TiMi Singapore. According to his LinkedIn profile, Dallaire has been with Tencent since September.

TiMi's new studio coincides with Riot Games' pivot from Hong Kong to Singapore over the past two years, according to two other people familiar with the matter, who also declined to be named.

Riot Games opened its Singapore studio last year, and many engineers from the Hong Kong office have since relocated to the city state, according to the people.

The firm initially planned to stop hiring engineers in Hong Kong to pave the way for its Singapore studio, but in the end kept part of the team in Hong Kong, the people said.

However, Singapore's growing game development industry has sparked major controversy in recent months. In August, the city state's employment watchdog, the Tripartite Alliance for Fair and Progressive Employment Practices, launched an investigation into Ubisoft Singapore after media reports claimed sexual harassment and racial discrimination at the company.

Outside video games, Chinese tech firms including ByteDance have been building product development resources in Singapore.

Besides naming a Singaporean businessman, Shou Zi Chew, as chief executive of TikTok in August, ByteDance has directed its developers in the city state to make apps tailored for Southeast Asian customers.

Last month, the company launched a seller's app for TikTok so merchants can manage their digital stores.

josh.ye@scmp.com

Document SCMP000020211207ehc800008

Tencent Game Developers Conference Explores Diversified Values of Games; Seven sessions featuring more than 40 professionals discussing opportunities created by the gaming industry transformation

Tencent; PR Newswire
732 words
30 November 2021
11:30
PR Newswire Asia
PRNASI
English

HONG KONG, Nov. 30, 2021 /PRNewswire/ -- The 5th annual Tencent Game Developers Conference (TGDC) organized by the Tencent Institute of Games concluded the three-day online event on November 24, where more than 40 leading industry professionals and scholars discussed their working experience, insights about cutting-edge technologies, and perspectives on the latest industry trends.

Themed "Five by Five", this year's conference explored key dimensions driving the gaming industry, including product development, research and technology, artistic creation, games marketing, indie games and social value of games. The conference facilitated collaboration, communication and knowledge sharing among industry practitioners and scholars, who discussed the various benefits of gaming.

Games are spurring creativity and innovative thinking around the world, against a backdrop of rapid technological advancement. "The global gaming industry is undergoing significant changes propelled by users' aesthetic standards, next-gen platforms and publishing channels," said Sammi Xia, Vice President of Tencent Games and Head of Tencent Institute of Games, in her opening speech. "This has paved the way for the industry to develop higher quality, more diversified and globalized games. The gaming industry in China has also demonstrated a clear trend towards innovation and integration."

The Tencent Institute of Games, the conference organizer, shared its initiatives over the past year promoting collaboration with higher education institutions to cultivate new talent, sharing ideas with the gaming industry, including thoughts and practices to build gaming ecosystems.

Tencent Institute of Games has collaborated with 16 higher education institutions globally to publish 30 research papers, 8 national patents and 5 reports. The Interactive Media Design and Technology Master's Program, the country's first, co-developed by Tsinghua University and Tencent Institute of Games, entered into its second academic year in 2021. A student of this program commented, "Here we can learn game production systematically and meet like-minded peers. This program has a strong academic atmosphere and can provide access to the most advanced knowledge in the industry."

Tencent Institute of Games has also launched a variety of free content, including in-depth explanations of game production, research and development experiences, behind-the-scenes stories, character interviews and industry insights. The Institute increased its efforts to cultivate innovation and creativity by establishing the Tencent Indie Game Incubator. The Incubator - comprising an expert group of more than 200 professionals in game design, artistic creation, client interfacing, server, UI/UE, audio production, project management, operation and maintenance - provides independent game developers with funds, expert guidance, publicity and operation support. Currently, the expert team is involved in the research and development of the gaming title Chimeraland. Tencent Institute of Games also held the Game Without Borders (GWB) independent game grand prix, providing developers and award-winning products with bonuses and publicity.

At this year's Tencent Games Annual Conference, Steven Ma, Senior Vice President of Tencent, said, "In the process of transforming games into a Hyper Digital Reality, Tencent Games will leverage technology, talent and social responsibility to realize diversified values of games through different products, fostering a harmonious ecosystem in the gaming industry with all players and professionals, and exploring more collaboration opportunities in our future development."

About Tencent Game Developers Conference:

Tencent Game Developers Conference (TGDC) is an annual event organized by Tencent Institute of Games to promote the construction of an industry ecosystem and enhance its development. It aims to build an open communications platform with industry professionals and scholars from China and abroad to share the latest experience in game research and development, as well as industry and academic development trends, to promote the development of a harmonious industry ecosystem.

About Tencent Institute of Games:

Tencent Institute of Games was founded in December 2016 and aims to become a platform to facilitate exchange and promote communications within the industry. Its mission includes cultivating professional talent, encouraging game studies and creating an ecosystem for game developers. Tencent Institute of Games is committed to creating more possibilities for the gaming industry through collaborations with international higher education institutions, organizing academic events, competitions and industrial conference, and providing professional courses related to games.

SOURCE Tencent

https://rt.prnewswire.com/rt.gif?NewsItemId=AE91004&Transmission_Id=202111300100PR_NEWS_ASPR__AE91004&DateId=20211130

Daphne Chan, daphnechan@tencent.com, +852-31485100*850880

Document PRNASI0020211130ehbu000uo

DOW JONES NEWSWIRES

Tencent's Gaming Business Faces Regulatory Hurdles -- Market Talk

129 words
25 November 2021
11:50
Dow Jones Newswires Chinese (English)
RTNW
English

0446 GMT - The new regulatory scrutiny that Tencent Holdings' apps are subject to might hurt its gaming business if launches are delayed, Nomura says. It notes a report from the state-run CCTV outlet saying that the tech giant must submit new apps and updates for review before making them available for download. Regulators have flagged nine Tencent apps for violating industry rules, but Nomura expects limited impact if the company rectifies the issues on time. If additional regulatory reviews hold up the launches of mobile games or their holiday editions, however, that could spoil Tencent's peak season, the investment bank says. (clarence.leong@wsj.com)

(Delayed by 1 hour)

(END) Dow Jones Newswires

25-11-21 0620GMT

Document RTNW000020211125ehbp0003q

Tencent America LLC; Patent Issued for System and method for view optimized 360 degree virtual reality video streaming (USPTO 11166067)

2,865 words
22 November 2021
Internet Weekly News
INTWKN
486
English

2021 NOV 22 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- Tencent America LLC (Palo Alto, California, United States) has been issued patent number 11166067, according to news reporting originating out of Alexandria, Virginia, by VerticalNews editors.

The patent's inventors are Feng, Weiwei (Mountain View, CA, US), Liu, Shan (San Jose, CA, US), Mahendra, Shalin (Palo Alto, CA, US), Xu, Meng (Palo Alto, CA, US), Yeung, Fai (Palo Alto, CA, US).

This patent was filed on November 13, 2020 and was published online on November 2, 2021.

From the background information supplied by the inventors, news correspondents obtained the following quote: "360 degree VR video streaming presents several unique challenges over a regular video streaming pipeline. For example, the resolution of the 360 video is generally very large, ranging anywhere from 4K to all the way up to 16K. The resolution becomes twice as large if the video to be delivered is in stereo format. Such high resolution videos also requires very high bandwidth network for real-time streaming."

Supplementing the background information on this patent, VerticalNews reporters also obtained the inventors' summary information for this patent: "Embodiments relate to a method, system, and computer readable medium for streaming a coded virtual reality (VR) video stream.

"According to one aspect, a method for streaming a coded VR video stream is provided. The method may include receiving a plurality of segments of the coded VR video stream; storing the plurality of segments in a playback buffer, wherein a buffered segment from among the plurality of segments includes a plurality of buffered tiles including at least one refined buffered tile corresponding to a previous viewport; determining whether a current playback time of a VR video corresponding to the coded VR video stream is within a threshold time of a playback time of the buffered segment; determining whether a current duration of the playback buffer is larger than a threshold duration; determining whether a current bandwidth is larger than a threshold bandwidth; determining whether a current viewport is different from the previous viewport; based on determining that the current playback time is within the threshold time, that the current duration of the playback buffer is larger than the threshold duration, and that the current bandwidth is larger than the threshold bandwidth, and that the current viewport is different from the previous viewport, storing at least one refined tile corresponding to the current viewport in the playback buffer; constructing a frame corresponding to the buffered segment based on the plurality of buffered tiles and the at least one refined tile corresponding to the current viewport; and decoding the coded VR video stream based on the constructed frame.

"According to one aspect, a device for streaming a coded VR video stream is provided. The device may include at least one memory configured to store program code; and at least one processor configured to read the program code and operate as instructed by the program code, the program code including: receiving code configured to cause the at least one processor to receive a plurality of segments of the coded VR video stream; first storing code configured to cause the at least one processor to store the plurality of segments in a playback buffer, wherein a buffered segment from among the plurality of segments includes a plurality of buffered tiles including at least one refined buffered tile corresponding to a previous viewport; first determining code configured to cause the at least one processor to determine whether a current playback time of a VR video corresponding to the coded VR video stream is within a threshold time of a playback time of the buffered segment; second determining code configured to cause the at least one processor to determine whether a current duration of the playback buffer is larger than a threshold duration; third determining code configured to cause the at least one processor to determine whether a current bandwidth is larger than a threshold bandwidth; fourth determining code configured to cause the at least one processor to determine whether a current viewport is different from the previous viewport; second storing code configured to cause the at least one processor to, based on determining that the current playback time is within the threshold time, that the current duration of the playback buffer is larger than the threshold duration, and that the current bandwidth is larger than the threshold bandwidth, and that the current viewport is different from the previous viewport, store at least one refined tile corresponding to the current viewport in the playback buffer; first constructing code configured to cause the at least one processor to construct a fame corresponding to the buffered segment based on the plurality of buffered tiles and the at least one refined tile

corresponding to the current viewport; and decoding code configured to cause the at least one processor to decode the coded VR video stream based on the constructed frame.

"According to one aspect, a non-transitory computer-readable medium for streaming a coded VR video stream is provided. The non-transitory computer-readable medium may store instructions including one or more instructions that, when executed by one or more processors of a device for video decoding, cause the one or more processors to: receive a plurality of segments of the coded VR video stream; store the plurality of segments in a playback buffer, wherein a buffered segment from among the plurality of segments includes a plurality of buffered tiles including at least one refined buffered tile corresponding to a previous viewport; determine whether a current playback time of a VR video corresponding to the coded VR video stream is within a threshold time of a playback time of the buffered segment; determine whether a current duration of the playback buffer is larger than a threshold duration; determine whether a current bandwidth is larger than a threshold bandwidth; determine whether a current viewport is different from the previous viewport; based on determining that the current playback time is within the threshold time, that the current duration of the playback buffer is larger than the threshold duration, and that the current bandwidth is larger than the threshold bandwidth, and that the current viewport is different from the previous viewport, store at least one refined tile corresponding to the current viewport in the playback buffer; construct a frame corresponding to the buffered segment based on the plurality of buffered tiles and the at least one refined tile corresponding to the current viewport; and decode the coded VR video stream based on the constructed frame."

The claims supplied by the inventors are:

"1. A method of receiving a coded virtual reality (VR) video stream using at least one processor, the method comprising: receiving a plurality of segments of the coded VR video stream; storing the plurality of segments in a playback buffer, wherein a buffered segment from among the plurality of segments comprises a plurality of buffered tiles including at least one refined buffered tile corresponding to a previous viewport; determining whether a current playback time of a VR video corresponding to the coded VR video stream is within a threshold time of a playback time of the buffered segment; determining whether a current duration of the playback buffer is larger than a threshold duration; determining whether a current bandwidth is larger than a threshold bandwidth; determining whether a current viewport is different from the previous viewport; based on determining that the current playback time is within the threshold time, that the current duration of the playback buffer is larger than the threshold duration, and that the current bandwidth is larger than the threshold bandwidth, and that the current viewport is different from the previous viewport, storing at least one refined tile corresponding to the current viewport in the playback buffer; constructing a frame corresponding to the buffered segment based on the plurality of buffered tiles and the at least one refined tile corresponding to the current viewport; and decoding the coded VR video stream based on the constructed frame.

"2. The method of claim 1, wherein the at least one refined tile corresponding to the current viewport has at least one of a higher video quality or a higher resolution than at least one buffered tile of the plurality of buffered tiles.

"3. The method of claim 1, further comprising: based on determining that at least one of the current playback time is outside of the threshold time, that the current duration of the playback buffer is smaller the threshold duration, and that the current bandwidth is smaller than the threshold bandwidth, and that the current viewport is not different from the previous viewport, storing a next segment of the coded VR video stream in the playback buffer.

"4. The method of claim 1, further comprising: based on determining that at least one of the current playback time is outside of the threshold time, that the current duration of the playback buffer is smaller the threshold duration, and that the current bandwidth is smaller than the threshold bandwidth, and that the current viewport is not different from the previous viewport, constructing the frame corresponding to the buffered segment based on the plurality of buffered tiles.

"5. The method of claim 1, wherein the current viewport corresponds to a field of view (FOV) of a user at the current playback time, and wherein the previous viewport corresponds to the FOV of the user at a previous time when the buffered segment was stored in the playback buffer.

"6. The method of claim 1, wherein the frame is constructed by merging the plurality of buffered tiles with the at least one refined tile corresponding to the current viewport.

"7. The method of claim 1, wherein the plurality of buffered tiles and the at least one refined tile corresponding to the current viewport are not obtained from the playback buffer in a first in first out (FIFO) manner.

"8. The method of claim 1, wherein the frame is constructed based on a frame read request corresponding to the buffered segment.

"9. A device for receiving a coded virtual reality (VR) video stream, the device comprising: at least one memory configured to store program code; and at least one processor configured to read the program code

and operate as instructed by the program code, the program code including: receiving code configured to cause the at least one processor to receive a plurality of segments of the coded VR video stream; first storing code configured to cause the at least one processor to store the plurality of segments in a playback buffer, wherein a buffered segment from among the plurality of segments comprises a plurality of buffered tiles including at least one refined buffered tile corresponding to a previous viewport; first determining code configured to cause the at least one processor to determine whether a current playback time of a VR video corresponding to the coded VR video stream is within a threshold time of a playback time of the buffered segment; second determining code configured to cause the at least one processor to determine whether a current duration of the playback buffer is larger than a threshold duration; third determining code configured to cause the at least one processor to determine whether a current bandwidth is larger than a threshold bandwidth; fourth determining code configured to cause the at least one processor to determine whether a current viewport is different from the previous viewport; second storing code configured to cause the at least one processor to, based on determining that the current playback time is within the threshold time, that the current duration of the playback buffer is larger than the threshold duration, and that the current bandwidth is larger than the threshold bandwidth, and that the current viewport is different from the previous viewport, store at least one refined tile corresponding to the current viewport in the playback buffer; first constructing code configured to cause the at least one processor to construct a frame corresponding to the buffered segment based on the plurality of buffered tiles and the at least one refined tile corresponding to the current viewport; and decoding code configured to cause the at least one processor to decode the coded VR video stream based on the constructed frame.

"10. The device of claim 9, wherein the at least one refined tile corresponding to the current viewport has at least one of a higher video quality or a higher resolution than at least one buffered tile of the plurality of buffered tiles.

"11. The device of claim 9, wherein the program code further comprises third storing code configured to cause the at least one processor to, based on determining that at least one of the current playback time is outside of the threshold time, that the current duration of the playback buffer is smaller the threshold duration, and that the current bandwidth is smaller than the threshold bandwidth, and that the current viewport is not different from the previous viewport, store a next segment of the coded VR video stream in the playback buffer.

"12. The device of claim 9, wherein the program code further comprises second constructing code configured to cause the at least one processor to, based on determining that at least one of the current playback time is outside of the threshold time, that the current duration of the playback buffer is smaller the threshold duration, and that the current bandwidth is smaller than the threshold bandwidth, and that the current viewport is not different from the previous viewport, construct the frame corresponding to the buffered segment based on the plurality of buffered tiles.

"13. The device of claim 9, wherein the current viewport corresponds to a field of view (FOV) of a user at the current playback time, and wherein the previous viewport corresponds to the FOV of the user at a previous time when the buffered segment was stored in the playback buffer.

"14. The device of claim 9, wherein the frame is constructed by merging the plurality of buffered tiles with the at least one refined tile corresponding to the current viewport.

"15. The device of claim 9, wherein the plurality of buffered tiles and the at least one refined tile corresponding to the current viewport are not obtained from the playback buffer in a first in first out (FIFO) manner.

"16. The device of claim 9, wherein the frame is constructed based on a frame read request corresponding to the buffered segment.

"17. A non-transitory computer-readable medium storing instructions, the instructions comprising: one or more instructions that, when executed by one or more processors of a device for receiving a coded virtual reality (VR) video stream, cause the one or more processors to: receive a plurality of segments of the coded VR video stream; store the plurality of segments in a playback buffer, wherein a buffered segment from among the plurality of segments comprises a plurality of buffered tiles including at least one refined buffered tile corresponding to a previous viewport; determine whether a current playback time of a VR video corresponding to the coded VR video stream is within a threshold time of a playback time of the buffered segment; determine whether a current duration of the playback buffer is larger than a threshold duration; determine whether a current bandwidth is larger than a threshold bandwidth; determine whether a current viewport is different from the previous viewport; based on determining that the current playback time is within the threshold time, that the current duration of the playback buffer is larger than the threshold duration, and that the current bandwidth is larger than the threshold bandwidth, and that the current viewport is different from the previous viewport, store at least one refined tile corresponding to the current viewport in the playback buffer; construct a frame corresponding to the buffered segment based on the plurality of buffered

tiles and the at least one refined tile corresponding to the current viewport; and decode the coded VR video stream based on the constructed frame.

"18. The non-transitory computer-readable medium of claim 17, wherein the at least one refined tile corresponding to the current viewport has at least one of a higher video quality or a higher resolution than at least one buffered tile of the plurality of buffered tiles."

There are additional claims. Please visit full patent to read further.

For the URL and additional information on this patent, see: Feng, Weiwei. System and method for view optimized 360 degree virtual reality video streaming. U.S. Patent Number 11166067, filed November 13, 2020, and published online on November 2, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11166067.PN.&OS=PN/11166067RS=PN/11166067

Keywords for this news article include: Business, Computers, Internet Companies, Tencent America LLC.

Document INTWKN0020211122ehbm0004a

South China Morning Post

AsiaWorld
China vs video games: why Beijing stopped short of a gaming ban, keeping Tencent and NetEase growing amid crackdown

2,087 words
19 November 2021
scmp.com
SCMCOM
English

* Since a deadly internet cafe arson incident in the early 2000s, video games have been regarded as yet another “spiritual opium” imported from the West

* Despite console bans, censorship, and continued restrictions for minors, China’s video game industry has become enormously successful and influential

It has been a wild year for China’s video gaming market. Stocks took a dive in August following an editorial lambasting internet games as “spiritual opium”. Then Beijing placed additional restrictions on the amount of time children can spend playing games – just three hours most weeks – again battering tech stocks, especially those of Tencent Holdings and NetEase .

Since then, things have calmed down a little. It turns out that many children are still finding ways around ever tightening restrictions, often with parents’ help, and China’s industry behemoths are still raking in tons of cash on the popularity of their titles. Tencent finally got a China release in the fall for the long-awaited mobile version of League of Legends, but new game licenses were effectively frozen after July.

Video games have simply become more important to China’s economy, despite long-standing hostility from Beijing regulators. Some of that antagonism was in response to distrust from parents in the early 2000s, but there is also a more deep-seated wariness of the medium.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

Here is a look at where that hostility comes from, how it led to China’s current video gaming restrictions, and what it means for the industry going forward in the world’s second-largest economy.

The Chinese government’s antipathy towards video games goes back to that term used by state media in August: spiritual opium.

The term has a long history in China, and has traditionally been used when railing against foreign cultural products. In 1961, Communist Party mouthpiece People’s Daily published an article referring to American books and films as spiritual opium, calling it “ideological poisoning” worse than literal drugs.

Concerns about video games started to take hold in the early 2000s. Worries about the impact of online games came hand in hand with fears of internet addiction, which Marcella Szablewicz, a researcher of Chinese video game culture, said in her book Mapping Digital Game Culture in China had many of the hallmarks of a moral panic. This included stereotypical depictions in news media and “moral entrepreneurs” trying to capitalise on public fear.

As in the US, concerns about video games solidified around a real-world tragedy. In 2002, the country experienced what the scholar Henry Jenkins referred to as the “Chinese Columbine”. Two boys, 13 and 14 years old, set fire to an internet cafe in Beijing after being thrown out. It killed 25 people and severely injured another 17.

Click to view image.

The result was an outpouring of anger over internet and video game addiction. For many years, internet cafes were popular with people in China looking to access many different PC games at no extra cost beyond the charge for time spent on the computers. But in 2007, the government passed the Protection of Minors Law, barring internet cafes from serving people under 18.

To this day, the Chinese government routinely raises the alarm about anything perceived as contributing to public lethargy, and thus hindering the country's "great rejuvenation". Internet trends such as " lying flat " and " touching fish ", promoting a more lackadaisical approach to work that eschews the vicious competition of climbing the corporate ladder, have become a target of state media.

Video games, as a form of escapism, are occasionally blamed for contributing to these trends. Chinese President Xi Jinping again raised the issue this year at the " two sessions ", the country's biggest annual political gathering. Gaming and "other dirty and messy things online" could negatively affect minors because they are not psychologically mature, he said in March.

Beijing would rather kids spend more time on sports and studying. But video games have also gained more legitimacy since the early 2000s, as a new form of expression, art and, perhaps most importantly to authorities, business.

The Chinese government has imposed various restrictions on the industry for years, and they are known as some of the harshest in the world.

The latest restrictions, announced at the end of August, limit gamers under the age of 18 to playing only between the hours of 8pm and 9pm on Fridays, Saturdays, Sundays and statutory holidays. This change was an update to a 2019 rule that limited minors to 90 hours of gameplay per day and three hours on holidays.

The 2019 regulations also introduced spending limits for children, which have remained unchanged. Players between the ages of 8 and 16 can spend up to 200 yuan per month in a game and those between 16 and 18 years old can spend up to 400 yuan.

Beijing sought to curb video game use as early as 2000, when it banned gaming consoles. However, the ban was only ever loosely enforced and a grey market for imported games and consoles has flourished for years.

One restriction that remains in full effect is on content. Beijing has strict censorship rules on all forms of media, and video games receive some of the strictest scrutiny. Among the things that have been banned in video games are crimson blood, ghosts, skeletons, and too much skin and cleavage.

Tencent Holdings famously could not even monetise its own PUBG Mobile game in China, until it was rebranded and reskinned as Peacekeeper Elite, a patriotic game where players take part in a military exercise and disappear when defeated instead of keeling over on the battlefield.

The approval process has also been used to slow down or temporarily halt the roll-out of new games. There was a nine-month freeze on new video game licences in 2018, and another suspension of game approvals this year with signs that it would end after four months.

Despite routine video game crackdowns, Chinese authorities have signalled that they realise the potential of the medium to promote the country's Chinese culture and contribute to economic growth.

This level of economic clout in the industry comes with influence, for both game developers and the Chinese government.

Early efforts at producing propaganda through the medium became known as "red online games", which were titles that promoted Communist Party history and patriotism, such a series called Resist Japan Online that focuses on fighting Japanese occupation during World War II. These games had little success compared with the much more popular historical drama genre.

Games based on Chinese literature like Journey to the West or Romance of the Three Kingdoms have been incredibly popular. However, as recently as 2019, some Chinese gamers had been lamenting that there weren't any domestic Three Kingdoms games as good as Total War: Three Kingdoms or other foreign-developed games. Romance of the Three Kingdoms: Strategy Edition, from Alibaba Group Holding, owner of the South China Morning Post, has since found success.

Source: Game Publishing Committee of the China Audio-video and Digital Publishing Association

China is now the world's largest video games market, with revenues reaching 278.7 billion yuan (US$43 billion) in 2020, when gaming became an important form of entertainment during the Covid-19 pandemic.

Industry growth in China has largely been aided by the rise of smartphones and mobile gaming.

Companies like Tencent and NetEase have become some of the best mobile game developers in the world, making many hit games based on foreign intellectual property. NetEase's Harry Potter: Magic Awakened has recently become a huge, lucrative hit, pulling in US$22.7 million in its first week in September and sending the Chinese developer's shares soaring throughout October.

Click to view image.

As these companies have grown, they have also sought stakes in other gaming companies, both large and small. Tencent has been very aggressive in this approach, taking stakes in everything from the smallest start-ups to gaming giant Activision Blizzard. It took a 49 per cent stake in Fortnite developer Epic Games and acquired League of Legends developer Riot Games. This has helped make Tencent the largest video games company in the world by revenue.

Some of China's biggest video games are still based on overseas properties. Honour of Kings, the most lucrative video game in the world, was famously influenced by the popularity of League of Legends. Honour of Kings, however, draws from Chinese mythology and legends, and the overseas version titled Arena of Valor has found limited success.

Tencent's biggest hit overseas is PUBG Mobile, and that remains another big revenue generator. It has also seen increasing success with Call of Duty: Mobile.

More recently, Genshin Impact has shown how China's gaming industry is starting to come into its own. The cross-platform game had the biggest global launch ever for a Chinese game.

As China's gaming industry has come under the global spotlight, more controversies have arisen over censorship.

Following the release of the hit Taiwanese horror game Devotion, some eagle-eyed players discovered a poster linking Chinese President Xi Jinping to Winnie the Pooh – a comparison that resulted in many instances of the cartoon character being banned in 2017. The game was subsequently pulled from Steam and developer Red Candle Games apologised.

There have also been cases of censorship of in-game chat. One such incident led mainland developer Seasun Games to cut ties with its Taiwanese partner when it refused to censor chats. Chat censorship also briefly became an issue last year with Genshin Impact.

American studios have also felt the pressure to stay on Beijing's good side. Blizzard Entertainment became the subject of controversy when it punished a Hearthstone player for shouting out a slogan in support of Hong Kong protesters after winning a tournament game in 2019.

Blizzard said the decision was not influenced by ties with China, and later reversed the punishment that would have withheld the US$10,000 in winnings from the player. However, it sparked widespread concern among gamers in the US over censorship, some of whom protested at Blizzard's annual gaming event BlizzCon.

With the introduction of new time limits for minors this year, some industry watchers began to wonder about the long-term impact it might have on China's burgeoning esports industry. Esports have become a point of national pride in China, where many teams have become internationally competitive in games like Dota 2, Honour of Kings and League of Legends.

The League of Legends Championship was even held in Shanghai last year and was supposed be held there again this year until Covid-19 travel restrictions scuttled that plan.

Chinese authorities have still not publicly discussed how they plan to address this issue, but experts say there are ways to work around the restrictions rather than let the industry wither. There could be exceptions carved out for certain players training for tournaments, for example, or for school esports programmes.

In a sign of good news for the country's esports enthusiasts, the League of Legends World Championship was covered by state media when the Chinese team Edward Gaming unexpectedly won the Summoner's Cup trophy this year.

Also, while the time restrictions apply to all types of video games, not all games are created equal in the eyes of authorities. Two super genres of games have emerged in China based in part on government preferences: danji and wangluo.

Danji means single device, but the term is used for any game that does not need an internet connection (these titles can still be played with other people online). Wangluo means internet games, or those that require a server to be played such as massively multiplayer online role-playing games like World of Warcraft.

The main difference where the government is concerned is that wangluo games are considered addictive while danji games are considered athletic, according to Szablewicz, a distinction that aligns with China's esports ambitions but that does not appear as relevant in the mobile age. The Chinese government officially labelled dianzi jingji, or esports, as the country's 99th professional competitive sport in 2003.

Document SCMCOM0020211119ehbj000dx

South China Morning Post

AsiaWorld

China gaming ban: licenses for new titles may resume soon, media report says, boosting Tencent and NetEase stocks

Josh Ye
664 words
16 November 2021
scmp.com
SCMCOM
English

* New game approvals in China could come by the end of November, a local newspaper reported, as company executives say they also expect the freeze to end soon

* China has not approved any new game licenses since July, and the months-long crackdown has resulted in cancelled projects and lay-offs in the industry

China is likely to start issuing online video game licenses again in the coming weeks, following a four-month suspension, a Chinese newspaper reported on Tuesday, sending gaming stocks soaring after Beijing's crackdown on the industry wiped billions from their valuations since August.

The National Press and Publication Administration (NPPA) will resume issuing new licences for video games by the end of November, the 21st Century Business Herald reported, citing unnamed sources. Executives at three gaming companies in China, who declined to be named because they are not authorised to speak to media, also told the South China Morning Post on Tuesday that they expect new game licenses within weeks.

Since May 2019, the NPPA has published a list at the beginning or end of each month announcing newly licensed games in China, usually including 80 to 100 titles. But the authority has not released a new list since July 22, which has rattled gaming companies in the world's largest video games market.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

Even if approvals start up again soon, though, the three executives said they expect only a small number of new licenses to make it through authorities' highly selective approval process.

One executive said that "quality" boutique games will receive licenses ahead of big commercial titles. Another said the number of approved games will be small because authorities want to consolidate all the restrictions they now have in place.

Chinese gaming stocks soared on Tuesday. Shenzhen-listed Hubei Century Network Technologies stopped trading after shares peaked at a 20 per cent gain for the day. Hangzhou Shunwang Tech also rose more than 10 per cent. In Hong Kong, Tencent Holdings, the world's largest gaming company by revenue, rose more than 2 per cent, while rival NetEase gained nearly 4 per cent.

In more good news for NetEase, China's second largest gaming company said its third-quarter revenues increased 18.9 per cent to 22.2 billion yuan, up from 15.9 billion yuan in the same period last year.

China's game licensing suspension this year marks the longest one since a nine-month hiatus in 2018 during a regulatory reshuffle. It also comes as part of a widespread crackdown on the tech sector this year.

The slowdown in approvals forms part of Beijing's measures to tackle gaming addiction among minors, the Post reported in September, citing people with knowledge of the matter.

At the end of August, Beijing introduced its harshest measures yet to rein in gaming time among teenagers. The rule change limits people under 18 to playing games only between 8pm and 9pm on Friday, Saturday, Sunday and statutory holidays.

In the weeks that followed, the crackdown widened to target games considered to have inappropriate content, an internal training memo revealed.

Since the licensing freeze, hard-hit gaming companies have cancelled projects and laid off staff, while old game licenses have seen a spike in black market trading.

In the first half of the year, the NPPA licensed 592 games, more than the 575 in the same period last year, but fewer than the 850 in the first half of 2019. The authority approved 87 games in its last publicly released list on July 22.

The NPPA has not provided any official explanation for the latest suspension of approvals.

Document SCMCOM0020211116ehbg000e0

South China Morning Post

AsiaWorld

Tencent throws out popular fish shooting games from app stores amid China's tightened video gaming regulation

Josh Ye
712 words
16 November 2021
scmp.com
SCMCOM
English

* Chinese internet giant Tencent has removed popular fish shooting games from its app stores as part of a 'risk inspection' campaign

* Fish shooting games, in which players use cannons to shoot a variety of fish in a pool for rewards, are one of the most profitable gaming genres in China

Tencent Holdings, which runs the world's largest video gaming business by revenue, has removed popular fish shooting games from its app stores as part of a "risk inspection" campaign amid Beijing's tightened regulation of the industry.

Fish shooting games, in which players use cannons to shoot a variety of fish in a pool for rewards, have become one of the most profitable smartphone gaming genres in China, the world's biggest video games market. Regulators, however, have frowned upon the gambling elements in these games.

In response, internet giant Tencent last week removed fish shooting games from its mobile app stores, including MyApp and WeChat Game Centre. The Shenzhen-based company also operates multipurpose super app WeChat.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

"MyApp recently conducted a risk inspection on all the fish shooting games on the platform," a Tencent spokeswoman said on Tuesday. She indicated that all promotion and search activity for fish shooting games have been stopped under this initiative.

"Users who have already downloaded these games won't be affected," the spokeswoman said. "They can use and update the apps as they normally would."

Tencent has so far been the only Chinese app store operator to do away with fish shooting games on its platforms. Android app stores run by Huawei Technologies Co, Vivo, Oppo and Xiaomi are still carrying these games.

Hong Kong-listed Tencent's initiative comes at a time when a freeze in new video game approvals continues to be in force. The National Press and Publication Administration, which is in charge of licensing video games in the country, has not published a list of approved new titles since the end of July.

The slowdown in approvals for new online games forms part of Beijing's measures to tackle gaming addiction among young people, according to a South China Morning Post report in September, citing people with knowledge of the matter.

Fish shooting games encourage players to buy better virtual equipment, such as ammunition, to improve their chances to kill particular fish that carry big rewards. That element has been constantly mentioned in Chinese media reports as a way to lure players, especially kids, to overspend and become addicted to these games.

Click to view image.

There are currently 805 licensed fish shooting games in mainland China, according to government data. Regulators stopped granting licences to new fish shooting games in 2019, when authorities cracked down on so-called casino games like mahjong and poker.

Fish shooting games are often lumped with casino games because these can be commonly found in bricks-and-mortar gambling dens, where cash rewards are offered. Between 2014 and 2016, fish shooting games took off in popularity within many overseas Chinese communities in places like California and Hawaii.

Publishers of fish shooting games for smartphones, however, continue to see high demand from their broad user base. Ocean Fortune, a leading fish shooting game from Hong Kong-based publisher Wonderful Moment, was estimated to have made 5.4 million yuan (US$846,000) over the past 30 days, according to app tracking platform Qimai.

Fishing Joy 2, developed by Beijing-based Chukong Technologies, was the first mobile game in China to record monthly revenue north of 10 million yuan back in 2012.

Overall video gaming sales in China are projected to reach more than 290 billion yuan this year, up from 278 billion yuan last year, despite the tightened regulatory regime that seeks to stamp out gaming addiction, according to data from research firm CNG. Mobile games are expected to hit more than 230 billion yuan this year, making up the bulk of that market forecast.

Document SCMCOM0020211116ehbg000dy

Gaming

Tencent Acquires Japanese Gaming Studio 'Wake Up' Behind Nintendo Switch Titles in $44 Million Deal

Agence France-Presse
336 words
12 November 2021
13:08
NDTV
NDTVIN
English

Chinese games and messaging colossus Tencent has acquired the Japanese creative studio behind several hit Nintendo Switch titles, a report Friday said, as it seeks to recover from a government crackdown on the gaming sector.

Tencent has taken about a 90 percent stake in Wake Up Interactive for more than JPY 5 billion yen (roughly Rs. 326 crore), Bloomberg News reported, quoting unidentified people with knowledge of the deal.

Wake Up owns Tokyo-based Soleil, which helped develop Nintendo Switch hits Ninjala and Travis Strikes Again: No More Heroes, Bloomberg said.

Tencent's lucrative gaming empire has been battered by a state regulatory crackdown that has cut the amount of time school children are allowed to spend playing games.

Players under 12 are now restricted from making in-game purchases, and under-18s are locked out of games after two hours during holidays and after one hour on school nights.

Regulators have also slowed approvals for publishing new games as part of a broader crackdown on tech giants.

The Wake Up purchase, transacted in September, is one of several deals that Tencent has struck with privately-held game makers in Japan this year, Bloomberg said.

Tencent said earlier this week that its revenues in the third quarter of this year rose 13 percent, the slowest pace since the company went public in 2004, according to Bloomberg.

In September, scores of Chinese video game makers including Tencent vowed to better police their products for "politically harmful" content and enforce the curbs on underage players.

Tencent was also told earlier this year to relinquish its exclusive music label rights by the market regulator, which said it had violated antitrust laws. What were the best games at E3 2021? We discussed this on Orbital, the Gadgets 360 podcast. Orbital is available on Apple Podcasts, Google Podcasts, Spotify, Amazon Music and wherever you get your podcasts.

Click here to view video

Document NDTVIN0020211112ehbc0005n

即市頭條- Latest News

TENCENT: Strict Regulation Becomes Sector New Norm; Not Expect Gaming Oversight to Extend to Adults

153 words
11 November 2021
AAStocks Financial News
AASFNE
English

TENCENT (00700.HK)'s President Martin Lau expressed when attending a 3Q result phone meeting that, for both China and the global market, more stringent oversight will likely become a new norm of the gaming sector. Lau added that the relevant regulatory measures were introduced by Beijing to protect the rights and privacy of consumers and to propel higher-quality, more sustainable and more benign growth of the entire industry.

James Mitchell, the company's Chief Strategy Officer, on the other hand, predicted that the current gaming regulation imposed on minors will not be extended to cover adult players. Mitchell deemed the current challenge which the Chinese gaming sector is facing as temporary and believed that the group is capable to overcome such obstacle.

~

AAStocks Financial News

Web Site: www.aastocks.com

Document AASFNE0020211111ehbb000dx

BREAKINGVIEWS-Beijing gaming curbs raise Tencent overseas stakes

614 words
10 November 2021
17:36
Reuters News
LBA
English

(The author is a Reuters Breakingviews columnist. The opinions expressed are her own.)

By Robyn Mak

HONG KONG, Nov 10 (Reuters Breakingviews) - Knowing where to deploy troops in online battle is a top skill for players of "League of Legends". The same is increasingly true for the game's owner. Tech giant Tencent reported a rare year-on-year decline in adjusted quarterly earnings as a Chinese government crackdown weighed on domestic video-games sales. It adds urgency for the $572 billion group to find growth in overseas markets.

Results https://www1.hkexnews.hk/listedco/listconews/sehk/2021/1110/2021111000481.pdf for the three months to September, released on Wednesday, hint at the financial pain from Beijing's curbs. Domestic revenue from video games, Tencent's cash cow business, grew a tepid 5% year-on-year to 33.6 billion yuan ($5.3 billion) in the quarter. This was partly due to a months-long freeze on approvals of new games as well as restrictions aimed at preventing online addiction among kids. Meanwhile clampdowns in education, online videos and other sectors in the People's Republic docked once-blistering growth at Tencent's advertising and video-streaming units.

The regulatory siege at home has given Tencent boss Pony Ma a fresh impetus to focus abroad. International games was a bright spot, with revenue up 20% year-on-year in the quarter, making it the company's second-fastest growing business after payments and cloud computing. Still, that's from a low base: quarterly sales of $1.8 billion are just a third of the revenue Tencent generates from blockbusters like "Honor of Kings" at home.

A flurry of dealmaking should help deliver a boost. Since 2020, the company has invested in 19 overseas video-game studios, more than in the previous seven years combined, according to analysts at China Merchant Securities. In July, Tencent unveiled a $1.3 billion acquisition of British developer Sumo. More recently, it snapped up stakes in a Japanese publishing company and a video-game startup in Poland.

The biggest risk may be regulators in Washington, who are paying close attention to even small deals. Last month, Sumo, which has business ties to Microsoft's Xbox Game Studios, Apple and other American firms, announced its takeover was being investigated by the Committee on Foreign Investment in the United States. Earlier this year, Reuters reported that Tencent was in talks with CFIUS, partly over national security concerns arising from its 40% stake in "Fortnite" maker Epic Games. Beijing's crackdown has raised the overseas stakes for Tencent, but Ma's troops can still expect a fight.

Follow @mak_robyn https://twitter.com/mak_robyn on Twitter

CONTEXT NEWS

- Tencent on Nov. 10 reported revenue of 142 billion yuan ($22.3 billion) in the three months to end-September, an increase of 13% from a year earlier. Adjusted earnings, after excluding share-based compensation, investment gains and other one-offs, fell 2% to 31.8 billion yuan.

- British video game maker Sumo said on Oct. 29 that the U.S. Committee on Foreign Investment in the United States had started an investigation of the company's $1.3 billion takeover by Tencent. Sumo, which has studios in the United States and four other countries, said Tencent had agreed to offer undertakings to gain approval from CFIUS, which assesses deals to ensure they do not hurt U.S. national security.

- Tencent shares closed up 4% on Nov. 10 at HK$483.60 ahead of its earnings release. (Editing by Peter Thal Larsen, Oliver Taslic and Karen Kwok)

Released: 2021-11-13T12:06:55.000Z

Document LBA0000020211110ehba01w7l

Gaming

Tencent, Pushed by China's Gaming Crackdown, Posts Slowest Profit Growth in Two Years

Reuters
445 words
10 November 2021
17:07
NDTV
NDTVIN
English

Chinese gaming and social media giant Tencent posted its slowest quarterly profit growth in two years on Wednesday, hurt by a gaming crackdown, and said the outlook for the advertising sector would remain weak into next year.

Net profit for the three months through September rose 3 percent to CNY 39.5 billion (roughly Rs. 45,962 crore), the company said in a statement. This beat analyst expectations who were predicting a decline, according to Refinitiv data.

Revenue climbed 13 percent to CNY 142.4 billion (roughly Rs. 1,65,715 crore), slightly below expectations, and was the slowest quarterly growth since the company went public in 2004, Refinitiv data showed.

China's largest company by market value was hit by new limits on the amount of time minors can spend playing video games. The government has not approved any new games since August.

Beijing's year-long crackdown on its once-freewheeling internet industry has punished well-known companies for engaging in what were previously considered regular market practices, wiping billions of dollars off their market values.

"During the third quarter, the internet industry, including the domestic games industry, and certain advertiser categories, adapted to new regulatory and macroeconomic developments," Tencent's chairman and CEO, Pony Ma, said in a statement.

"We are proactively embracing the new regulatory environment which we believe should contribute to a more sustainable development path for the industry," he said.

Sales from mobile games rose 9 percent, the owner of games such as Honor of Kings and PUBG mobile said in a statement.

Tencent said minors accounted for 0.7 percent of domestic games time in September this year, down from 6.4 percent in September 2020, after the government's new limits came into force at the beginning of that month.

The regulatory crackdown has also hit tutoring centres and the medical beauty industry and curbed appetite from such industries for advertising.

Tencent said its advertising revenue growth rate slowed in the period, citing such regulatory factors as well as macro challenges. It expected advertising pricing industry-wide to remain soft for several quarters but said the industry should adjust next year, it said.

Tencent has shed nearly 18 percent of its market value this year versus a 9 percent decline in the broader market.

 Is JioPhone Next the 4G phone for everyone that Reliance promises? We discuss this on Orbital, the Gadgets 360 podcast. Orbital is available on Spotify, Gaana, JioSaavn, Google Podcasts, Apple Podcasts, Amazon Music and wherever you get your podcasts.

Click here to view video

Document NDTVIN0020211111ehba0000n

South China Morning Post

AsiaWorld

Tencent's Q3 profit up 3 per cent, its slowest growth in two years amid regulatory crackdown, gaming licence freeze

Iris Deng
858 words
10 November 2021
scmp.com
SCMCOM
English

* The Hong Kong-listed Chinese internet giant reported net profit of 39.5 billion yuan in the quarter ended September

* The results come as China's gaming industry comes under tightened scrutiny from Beijing

Tencent Holdings reported a 3 per cent increase in profits in the third quarter of 2021, its slowest growth in two years, as China's biggest social media and video gaming business faces regulatory uncertainty amid tighter government scrutiny of the industry.

The Hong Kong-listed company on Wednesday posted a net profit of 39.5 billion yuan (US$6.18 billion) in the quarter ended September, up from 38.54 billion yuan in the same period last year, beating estimates of 32.6 billion yuan.

Revenue increased 13 per cent to 142.37 billion yuan, up from 125.4 billion yuan a year ago, but below the 145.41 billion yuan consensus estimate by 28 analysts. The last time Tencent missed revenue estimates was also two years ago.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

The results came amid a regulatory crackdown on Chinese Big Tech, with tighter scrutiny over a wide range of activities from how they can compete with rivals to the way they handle user data.

"We are proactively embracing the new regulatory environment which we believe should contribute to a more sustainable development path for the industry," said Tencent founder and CEO Pony Ma on Wednesday.

"The government is trying to drive higher quality and sustainable growth for the entire industry with a focus on consumer rights and privacy protection", said Tencent president Martin Lau on an earnings call with analysts. "Regulatory changes in future... might be smaller in percentage terms as the industry adapts further [to the new environment]."

Amid the crackdown, Tencent lost US$127 billion of market value this year. Its shares jumped 4.2 per cent to HK$483.6 at the close of trade on Wednesday, ahead of the earnings announcement.

For the first time, Tencent said it would break out revenue numbers for its domestic and international gaming businesses to reflect "the increasing scale of our international games business".

Amid moves by Beijing to break down the "walled gardens" between different online platforms, Lau said he felt "greater interoperability and more openness in terms of the different platforms could be good for our business, particularly with respect to payments and the ad business." However, he added that user protection and content compliance would be key considerations.

Domestic games revenues grew by 5 per cent to 33.6 billion yuan, driven by games including Honour of Kings, Call of Duty Mobile, and Moonlight Blade Mobile. International games revenues grew by 20 per cent to 11.3 billion yuan, or 28 per cent in constant currency terms, due to the strong performance of games including Valorant and Clash of Clans.

The government's tighter control over gaming - Tencent's biggest revenue generator - to fight addiction among minors, has added to the uncertainty. In September, Beijing limited gaming time for minors to three hours a week, between 8pm and 9pm on Fridays, Saturdays, Sundays and statutory holidays,

On the earnings call, chief strategy officer James Mitchell said he did not expect gaming restrictions to be extended to adults and that Tencent had a games backlog to keep it “busy for many quarters to come”, adding the current regulatory environment is “temporary”.

Regulators have not approved any new game titles since the end of July, the longest freeze in processing new game licences since a nine-month hiatus in 2018.

On the much-hyped potential of the metaverse - a shared 3D virtual space seen by many as the future of the internet - Lau said on the earnings call that Tencent had the capabilities but the concept was in its early days, before laughing and saying he had “spoken enough” on this topic for now.

Meanwhile, amid Beijing’s clampdown on the education sector, traditionally a major advertiser, the growth of Tencent’s advertising revenues slowed to 5 per cent to 22.5 billion yuan. The company said it expects business growth in the sector to remain soft for the next several quarters.

In the past quarter, Tencent was ordered to end exclusive music licensing deals with copyright holders. Its flagship all-purpose app WeChat, which had 1.26 billion monthly active users by September, was also targeted in Beijing’s campaign starting in July that ordered internet platforms to open up to each other, with Tencent vowing to follow the guidance of authorities.

Despite the challenges, Tencent’s fintech and business services revenue rose 30 per cent to 43.3 billion yuan, bolstered by increased transactions and the expansion of its cloud business. However, Tencent noted that travel controls during the Covid-19 pandemic had affected the growth of offline transactions.

Document SCMCOM0020211110ehba000dx

DOW JONES NEWSWIRES

Tencent's Third-Quarter Profit Edged Up 3% Amid Continued Gaming Business Weakness

By Yifan Wang
470 words
10 November 2021
15:44
Dow Jones Newswires Chinese (English)
RTNW
English

Tencent Holdings Ltd.'s third-quarter profit edged up 3%, a significant slowdown from earlier this year amid soft advertising income and continued weakness in its gaming business.

The company, in its quarterly earnings release, played up its commitment to China's policy of common prosperity, and highlighted its efforts to ensure compliance with new gaming regulations amid heightened regulatory scrutiny on the broader technology sector.

Tencent, the world's largest videogame developer, on Wednesday posted net profit of 39.51 billion yuan ($6.18 billion) for the July-to-September quarter. Revenue grew 13% to CNY142.37 billion.

Tencent's profit beat analyst estimates, but revenue fell short, according to FactSet. The company's top-line growth was weighed down by weak gaming revenue growth, which has been slowing since the beginning of the year. Domestic games revenue rose by a mere 5%, while international games revenue grew 20%, compared with a 45% jump in the overall games segment during the same period last year. Tencent said it will report revenue growth for domestic and international games separately going forward.

Pressure also came from a soft advertising business, whose revenue rose by 5%. Tencent expects the business to remain weak for several quarters to come, citing macroeconomic challenges and regulations affecting certain key advertising sectors.

Tencent, like many other technology giants around the world, had booked lofty profits since the coronavirus pandemic started, as homebound consumers turned to online products and services.

But the upbeat momentum began to fade in recent months, as concerns grew about falling demand for online services as pandemic-triggered lockdowns eased, while China's aggressive tightening of regulations stoked investor fears over the country's internet sector.

Tencent has been hit particularly hard by Beijing's tougher gaming rules. In August, authorities severely restricted younger gamers' playtime to just three hours each week, and later put all new game approvals on hold. Since then, Tencent has repeatedly pledged to self-regulate and combat user addiction in a bid to fall in line with regulators.

Earlier this month, Tencent said it is shutting down Fortnite, a video game developed by Epic Games Inc., in China from November. The game has been running under test mode for three years, though its China operator never received approval to sell in-app items and monetize from the game.

New regulations on data security and stricter enforcement of antitrust rules have also raised investor worries about Tencent's operations.

The string of regulatory actions sent Tencent shares tumbling to a one-year low in August, and they have lost over 18% the past six months.

Write to Yifan Wang at yifan.wang@wsj.com

(END) Dow Jones Newswires

10-11-21 1014GMT

Document RTNW000020211110ehba000k3

FINANCIAL REVIEW

Tencent, LEGO pile into $34m round for gaming start-up Mod.io

Anthony Macdonald, Yolanda Redrup and Kanika Sood
449 words
7 November 2021
18:31
AFR Online
AFNROL
English

User-generated gaming content platform Mod.io has scored $US26 million ($34 million) from big name international backers including Chinese multinational Tencent and the venture capital arm of toy company LEGO.

The company, which launched in 2019, is designed to enable amateur gamers using the code of popular to create their own content to connect with big and small gaming studios alike.

Joining Tencent and LEGO in its latest funding round is local VC outfit Our Innovation Fund, as well as existing Mod.io investors Makers Fund, Play Ventures, Sequoia Capital India's Surge and GameTech Ventures, as well as Machinefloor.

Co-founded and led by video game modification (known as "modding") website ModDB founder, Scott Reismanis, Mod.io launched in 2019 and is now used by 450,000 people daily, has 8.5 million registered players/creators, has enabled the creation of 1.3 million mods, and has 80 games featured on its platform.

The games include Humankind, Deep Rock Galactic, Space Engineers and Snowrunner.

Reismanis has been involved in the modding space since 2002, when he launched ModDB - one of the earliest creator communities for game modification.

Popular games including Fortnite, League of Legends, Counter-Strike and Dota 2 started as "mods" of older games.

Reismanis' goal is to help gaming studios incorporate this user-generated content (UGC) and build engagement between the studios and a game's players.

"We've created a tool that makes it easy to launch a creator community, where players submit content, and it becomes available in game at the click of a button," he said.

"Before it was a manual process to find content, now Mod.io lets gaming studios integrate it in game, and players can browse content the other players have submitted.

"We've barely scratched the surface of how UGC is adopted in the market."

The funds, he says, will enable Mod.io to offer more cross-platform support, help studios create new business models by engaging with creators, and expand into emerging markets for UGC such as free-to-play games, mobile games and Asian markets.

The capital raise kicked off on the back of online gaming platform Roblox's IPO in March. Reismanis said Roblox's success had crystallised for investors the scale of the opportunity in user created games.

"For anyone in this space, there's international and local investors who are very keen to support and see it grow and nurture great talent," he said.

"But one thing Australia doesn't have enough of is the infrastructure... and we're a picks and shovels business."

Document AFNROL0020211107ehb7000rt

Tencent is gaming's winner worldwide, not just in China

426 words
5 November 2021
23:01
MarketLine News and Comment
DTMNTR
English

Tencent is the technology company best positioned to take advantage of future gaming developments in the industry, according to GlobalData analysts.

The China-based company comes top of the list in a ranking of overall leadership in the themes that matter most among gaming companies.

These themes, which can be defined as any issues that keep CEOs awake at night, describe technological, macroeconomic and industry-specific challenges that companies are currently facing, as well as the opportunities they create. GlobalData's Thematic Research ecosystem identifies and tracks these challenges, and how they create the long-term winners and losers of the gaming industry.

Tencent scored highly in several areas, particularly when it comes to Mobile Gaming, China Impact, Ecommerce, Esports and Game development, where it received top marks of five out of five.

Tencent received scores of four for Virtual and Augmented Reality, Social Media, COVID-19 and Cloud Gaming performances.

Its poorest score, one out of five, was recorded for Regulation.

These scores represent GlobalData analysts' assessments of the competitiveness of each company regarding a particular theme. They are then weighted based on their importance and used to create the final industry ranking.

Tencent is followed in our ranking by Microsoft, Unity Technologies and Perfect World.

The interactive graphic below allows you to compare company ratings across the 10 themes in question. The higher up a company is on the list, the better positioned it is to weather disruption in the future, while the companies at the bottom are more vulnerable to disruptive threats.

Click on any of the companies to compare them across all the themes in our analysis.

var pymParent = new pym.Parent("mining-card",
"
https://nsmg-projects-public.s3.eu-west-2.amazonaws.com/live/nsmg-077/index.html?theme=gaming&site=verdict", {});

Our analysis reveals that companies from USA are some of the best-prepared players in the gaming field. Companies from China and Japan also performed well.

!function(){"use strict";window.addEventListener("message",(function(e){if(void 0!==e.data["datawrapper-height"]){var t=document.querySelectorAll("iframe");for(var a in e.data["datawrapper-height"])for(var r=0;r

These scores are based on overall technology, macroeconomic and sector-specific leadership in 10 of the key themes that matter most to the gaming industry and are generated by GlobalData analysts' assessments.

This article is based on GlobalData research figures as of 03 November, 2021. For more up to date figures, check the GlobalData website.

EE9AA685-67F0-41DF-A226-C1904CA1D765

Document DTMNTR0020211107ehb50000g

Extra
Rebranded Facebook buys virtual reality company; US probes Tencent acquisition

Muhammad Hammad Asif
813 words
1 November 2021
SNL Financial Extra
SNLFE
English

TOP NEWS IN TMT

* Meta Platforms Inc., Facebook's new holding company, agreed to acquire virtual reality solutions developer Within Unlimited Inc. for an undisclosed sum, according to a blog post by Jason Rubin, Meta's vice president of metaverse content. The acquisition includes Within's virtual reality fitness app Supernatural, which will continue to operate independently as part of Meta's Reality Labs.

* The Committee on Foreign Investment in the U.S. launched an investigation into Tencent Holdings Ltd.'s proposed £919 million acquisition of U.K. video game and entertainment services company Sumo Group PLC, according to a stock exchange filing by Sumo Group. Tencent agreed to offer undertakings to secure clearance from CFIUS, which the companies aim to achieve before the end of 2021.

➢ Economics of TV & Film: KBOX Week 43: 'Dune' spices up final week of fall

The fall box office season of 2021 closed out on a relatively positive note with another $100 million-plus week. Total week 43 box office was $125.4 million, up 693.7% from the $15.8 million grossed in 2020.

➢ Economics of Internet: State of Hong Kong OTT video: Subscription

Hong Kong's subscription video-on-demand market ended 2020 with 3.3 million subscriptions. Annual subscription growth slightly rebounded during the year, reaching 22.8%, 6 percentage points higher than the growth rate in 2019.

➢ Data Dispatch Asia-Pacific: SoftBank faces inferior exit options for chipmaker Arm if Nvidia deal fails

The company could try relisting the unit at a potentially lower valuation or a sale to private equity firms, analysts told S&P Global Market Intelligence.

TECHNOLOGY

* Microsoft Corp. regained the title as most valuable company in the U.S. after its market cap hit $2.49 trillion on Oct. 29, eclipsing Apple Inc., which ended the trading day with a market cap of about $2.46 trillion. The last time Microsoft had a bigger market cap than Apple was July 2020, according to a report distributed by Dow Jones Newswires.

* Microsoft acquired content moderation solution provider Two Hat Security for an undisclosed sum. The companies have a long-standing relationship, with Microsoft using Two Hat's technology to ensure user safety for the global communities of the Xbox, Minecraft and MSN platforms.

* Microsoft is exploring a strategic alliance with Sega Sammy Holdings Inc. subsidiary SEGA Games Co. Ltd. to develop large-scale, global game titles using Microsoft's Azure cloud platform. The companies will also explore building technologies on areas such as the network infrastructure and communication tools required for global online services.

* In other Microsoft news, the company signed a lease for 150,000 square feet of office space at 122 Fifth Avenue in Manhattan, N.Y., Bloomberg News reported, citing a person familiar with the matter. The building, which is undergoing a major renovation project, is owned by Bromley Cos.

INTERNET AND OTT

* Online video game and entertainment platform Roblox Corp. suffered a three-day outage that lasted up to Sunday afternoon, The Wall Street Journal reported. A company spokesman said there was no evidence that an "external intrusion" caused the outage, which began after Roblox kicked off a Halloween-themed event.

* GameStop Corp. Executive Vice President and COO Jenna Owens entered into a separation and release agreement with the company, effective Oct. 25. Owens, who joined GameStop in March, will have her responsibilities distributed among other members of the company's management team.

* Two Netflix Inc. employees filed an unfair labor practice complaint with the National Labor Relations Board, accusing the steaming company of retaliating against them for protesting comedian Dave Chappelle's "The Closer," Variety reported, citing confirmation from an NRLB representative. In a statement, Netflix said it did not take any action against employees who spoke up or joined protests against the controversial comedy special.

* SoftBank Investment Advisers (UK) Limited, which manages SoftBank Group Corp.'s Vision Fund, sold 10 million shares of DoorDash Inc. for $202.815 apiece. The sale leaves SoftBank with nearly 33.6 million shares of the internet and direct marketing retail company.

TELECOMMUNICATIONS

* The Federal Aviation Administration plans to issue formal warnings to airlines and pilots about potential safety risks from the use of the C-band spectrum for 5G wireless networks, The Wall Street Journal reported, citing government and aviation industry officials briefed on the matter. The FAA is in talks with the Federal Communications Commission, which remains committed to ensuring aviation safety, according to a spokeswoman for the telecom regulator.

Click here for a summary of indexes on the S&P Capital IQ Pro platform

The Daily Dose has an editorial deadline of 8:00 a.m. ET. Some external links may require a subscription. Links are current as of publication time, and we are not responsible if those links are unavailable later.

Document SNLFE00020211102ehb1000gt

Virtual Goods Market Is Booming Worldwide | Major Giants Tencent Holdings , KakaoTalk, Hi5 Networks, Kabam

1,089 words
27 October 2021
iCrowdNewswire
ICROWDN
English

Latest Study on Industrial Growth of Global Virtual Goods Market 2021-2027. A detailed study accumulated to offer Latest insights about acute features of the Virtual Goods Market. The report contains different Market predictions related to revenue size, production, CAGR, Consumption, gross margin, price, and other substantial factors. While emphasizing the key driving and restraining forces for this Market, the report also offers a complete study of the future trends and developments of the Market. It also examines the role of the leading Market players involved in the industry including their corporate overview, financial summary and SWOT analysis.

The Major Players Covered in this Report: Tencent Holdings Ltd. (China), KakaoTalk (South Korea), Hi5 Networks Inc. (United States), Kabam Inc (Canada), Facebook Inc. (United States), Bebo Inc. (Amazon) (United States), Epic Games, Inc. (United States), Line (Japan), Gree Inc. (Japan), Zynga Inc. (United States)

Virtual Goods Market Study guarantees you to remain / stay advised higher than your competition. With Structured tables and figures examining the Virtual Goods, the research document provides you a leading product, sub Markets, revenue size and forecast to 2027. Comparatively is also classifies emerging as well as leaders in the industry. Click To get SAMPLE PDF of Virtual Goods Market (Including Full TOC, Table & Figures) @ https://www.htf Marketreport.com/sample-report/3626604-global-virtual-goods- Market-6

Virtual goods are basically refer as any items which are non-tangible items for example memberships, services, warranties, or subscriptions and digital downloads of books, music, videos, or other products. This goods are sold on an individual basis or it can also be given Grouped Product or Bundle Product. Sales of virtual goods are usually referred to as microtransactions. This virtual goods are use to purchase within a variety of online communities, which include social networking websites, virtual worlds, and online gaming sites. The value of virtual goods is as equal to the real goods value, the only difference is that it is non-tangible.

Market Drivers

Growing Internet Penetration

Rise in Adoption of Social Gaming and Other Inclusion Which is Rewarding With Various Virtual Goods

Market Trend

Enhanced Cloud-Based Virtual Goods Planform

Advancement and Innovation in Digital World

Restraints

Lack of Awareness About Virtual Goods and Rewards

Unknown in Many Region is Hindering Market Growth

Read Detailed Index of full Research Study at @ https://www.htf
Marketreport.com/reports/3626604-global-virtual-goods- Market-6

The titled segments and sub-section of the Market are illuminated below:

In-depth analysis of Global Virtual Goods Market segments by Types: Video, Audio and music, Photography, Graphics, Digital art, PDF documents, Online courses, Web-based applications

Detailed analysis of Global Virtual Goods Market segments by Applications: Online Communities, Online Games

Major Key Players of the Market: Tencent Holdings Ltd. (China), KakaoTalk (South Korea), Hi5 Networks Inc. (United States), Kabam Inc (Canada), Facebook Inc. (United States), Bebo Inc. (Amazon) (United States), Epic Games, Inc. (United States), Line (Japan), Gree Inc. (Japan), Zynga Inc. (United States)

Regional Analysis for Global Virtual Goods Market:

• APAC (Japan, China, South Korea, Australia, India, and Rest of APAC; Rest of APAC is further segmented into Malaysia, Singapore, Indonesia, Thailand, New Zealand, Vietnam, and Sri Lanka)

• Europe (Germany, UK, France, Spain, Italy, Russia, Rest of Europe; Rest of Europe is further segmented into Belgium, Denmark, Austria, Norway, Sweden, The Netherlands, Poland, Czech Republic, Slovakia, Hungary, and Romania)

• North America (U.S., Canada, and Mexico)

• South America (Brazil, Chile, Argentina, Rest of South America)

• MEA (Saudi Arabia, UAE, South Africa)

Furthermore, the years considered for the study are as follows:

Historical year – 2015-2020

Base year – 2020

Forecast period** – 2021 to 2027 [** unless otherwise stated]

**Moreover, it will also include the opportunities available in micro Markets for stakeholders to invest, detailed analysis of competitive landscape and product services of key players.

Buy Latest Edition of Market Study Now @ https://www.htf
Marketreport.com/buy-now?format=1&report=3626604

Key takeaways from the Global Virtual Goods Market report:

– Detailed considerate of Virtual Goods Market-particular drivers, Trends, constraints, Restraints, Opportunities and major micro Markets.

– Comprehensive valuation of all prospects and threat in the

– In depth study of industry strategies for growth of the Virtual Goods Market-leading players.

– Virtual Goods Market latest innovations and major procedures.

– Favorable dip inside Vigorous high-tech and Market latest trends remarkable the Market.

– Conclusive study about the growth conspiracy of Virtual Goods Market for forthcoming years.

What to Expect from this Report On Virtual Goods Market:

1. A comprehensive summary of several area distributions and the summary types of popular products in the Virtual Goods Market.

2. You can fix up the growing databases for your industry when you have info on the cost of the production, cost of the products, and cost of the production for the next future years.

3. Thorough Evaluation the break-in for new companies who want to enter the Virtual Goods Market.

4. Exactly how do the most important companies and mid-level companies make income within the Market?

5. Complete research on the overall development within the Virtual Goods Market that helps you elect the product launch and overhaul growths.

Enquire for customization in Report @ https://www.htf
Marketreport.com/enquiry-before-buy/3626604-global-virtual-goods- Market-6

Detailed TOC of Virtual Goods Market Research Report-

– Virtual Goods Introduction and Market Overview

– Virtual Goods Market, by Application [Online Communities, Online Games]

– Virtual Goods Industry Chain Analysis

– Virtual Goods Market, by Type [Video, Audio and music, Photography, Graphics, Digital art, PDF documents, Online courses, Web-based applications]

– Industry Manufacture, Consumption, Export, Import by Regions (2015-2020)

– Industry Value ($) by Region (2015-2020)

– Virtual Goods Market Status and SWOT Analysis by Regions

– Major Region of Virtual Goods Market

i) Global Virtual Goods Sales

ii) Global Virtual Goods Revenue & Market share

– Major Companies List

– Conclusion

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, MINT, BRICS, G7, Western / Eastern Europe or Southeast Asia. Also, we can serve you with customize research services as HTF MI holds a database repository that includes public organizations and Millions of Privately held companies with expertise across various Industry domains.

About Author:

HTF Market Intelligence consulting is uniquely positioned empower and inspire with research and consulting services to empower businesses with growth strategies, by offering services with extraordinary depth and breadth of thought leadership, research, tools, events and experience that assist in decision making.

Document ICROWDN020211027ehar00033

Tencent
Tencent to establish gaming studio believed to be related to metaverse: report

Timmy Shen
288 words
22 October 2021
Forkast News
FOKNEW
English

Chinese internet giant Tencent reportedly plans to bet big on the metaverse — a trending idea on building a virtual world typically with the support of virtual and augmented reality technologies — and is looking to build an advanced gaming studio for that, the South China Morning Post reported on Wednesday, citing sources familiar with the matter.

Fast facts

Tencent recently sent out an internal letter saying it is establishing a new “F1” studio under its unit TiMi Studio Group, according to the report. One employee told the media outlet the new studio is essentially about the metaverse.

Last month, multiple local media reported that Tencent was hiring dozens of employees for projects that appeared to be related to the metaverse.

Also in September, Chinese game developer Shenzhen Zhong Qing Bao Interactive Network’s stock price soared by the daily limit for two days in a row after it announced it was developing a virtual reality-based metaverse game.

China’s largest brokerage firm, CITIC Securities, also said last month in a research report the metaverse will enter an exploration stage in the next three to five years and could become a way of life in 20 years. Notably, for the software, the report said the first breakthroughs might come from tech giants such as Tencent, ByteDance, Facebook, and Baidu, in the fields of gaming, social networking and advertising.

Facebook, in particular, has been active in pushing ahead with the idea of the metaverse. It announced earlier this week that it will create 10,000 jobs in the European Union over the next five years to build its highly anticipated metaverse.

Click to view image.

Document FOKNEW0020211022eham00004

Gaming Market Becoming 'Red Hot', Explore Giants Move Apple, Tencent, Google, Ubisoft, Nexon, ChangYou

902 words
20 October 2021
iCrowdNewswire
ICROWDN
English

The " Gaming – Market Development Scenario " Study has been added to HTF MI database. The study covers in-depth overview, description about the Product, Industry Scope and elaborates market outlook and growth status to 2027. At present, the market is developing its presence following current economic slowdown and its Impact. Some of the key players considered in the study are Activision Blizzard, Electronic Arts, Microsoft, NetEase, Nintendo, Sony, Tencent, ChangYou, DeNA, GungHo, Apple, Google, Nexon, Sega, Warner Bros, Namco Bandai, Ubisoft, Square Enix, Take-Two Interactive & King Digital Entertainment. The market size is broken down by relevant regions/countries, segments and application that may see potential uptrend or downtrend.

Get Inside Scoop of the report, request for sample @:
https://www.htfmarketreport.com/sample-report/2111695-2013-2028-report-on-global-gaming-market

"Keep yourself up-to-date with latest market trends and changing dynamics due to Economic Slowdown globally. Maintain a competitive edge by sizing up with available business opportunity in Global Gaming Market various segments and emerging territory."

Market Overview of Global Gaming:

The Study covers exploration of all necessary data related to the Global Gaming market. All phase of the market is analyzed thoroughly in the Study to provide a review of the current market working. The estimates of the revenue generated of the market includes opportunity analysis using various analytical tools and past data. To better analyze the reasoning behind growth estimates detailed profile of Top and emerging player of the industry along with their plans, product specification and development activity.

With qualitative and quantitative analysis, we help you with detailed and comprehensive study on the market. We have also focused on SWOT, PESTLE, and Porter's Five Forces analyses of the

Global Gaming market.

Buy Single User License of 2013-2028 Report on Global Gaming Market by Player, Region, Type, Application and Sales Channel @ https://www.htfmarketreport.com/buy-now?format=1&report=2111695

Scope of the Report

On the Basis of Product Type of Global Gaming Market: , Mobile Gaming, Console Gaming & PC Gaming

The Study Explores the Key Applications/End-Users of Global Gaming Market: Amateur & Professional

On The basis of region, the Gaming is segmented into countries, with production, consumption, revenue (million USD), and market share and growth rate in these regions, from 2014 to 2025 (forecast), see highlights below

• North America (USA & Canada) {Market Revenue (USD Billion), Growth Analysis (%) and Opportunity Analysis}

• South Central & Latin America (Brazil, Argentina, Mexico & Rest of Latin America) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Europe (The United Kingdom., Germany, France, Italy, Spain, Poland, Sweden, Denmark & Rest of Europe) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Asia-Pacific (China, India, Japan, ASEAN Countries, South Korea, Australia, New Zealand, Rest of Asia) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Middle East & Africa (GCC, South Africa, Kenya, North Africa, RoMEA) {Market Revenue (USD Billion), Growth Share (%) and Opportunity Analysis}

• Rest of World

Know more about of Global Gaming market report , review synopsis and complete toc @:
https://www.htfmarketreport.com/reports/2111695-2013-2028-report-on-global-gaming-market

Global Gaming Competitive Analysis:

The key players are aiming innovation to increase efficiency and product life. The long-term growth opportunities available in the sector is captured by ensuring constant process improvements and economic flexibility to spend in the optimal schemes. Company profile section of players such as Activision Blizzard, Electronic Arts, Microsoft, NetEase, Nintendo, Sony, Tencent, ChangYou, DeNA, GungHo, Apple, Google, Nexon, Sega, Warner Bros, Namco Bandai, Ubisoft, Square Enix, Take-Two Interactive & King Digital Entertainment includes its basic information like company legal name, website, headquarters, subsidiaries, its market position, history and 5 closest competitors by Market capitalization / revenue along with contact information.

There are 15 Chapters to display the Gaming market

Chapter 1, to describe Market Definition and Segment by Type, End-Use & Major Regions Market Size;

Chapter 2, to analyze the Manufacturing Cost Structure, Raw Material and Suppliers, Manufacturing Process, Industry Chain Structure;

Chapter 3, to display the Technical Data and Manufacturing Plants Analysis of , Capacity and Commercial Production Date, Manufacturing Plants Distribution, R&D Status and Technology Source, Raw Materials Sources Analysis;

Chapter 4, to show the Overall Market Analysis, Capacity Analysis (Company Segment), Sales Analysis (Company Segment), Sales Price Analysis (Company Segment);

Chapter 5 and 6, to show the Regional Market Analysis that includes United States, Europe, China, Japan, Southeast Asia, India & Central & South America, Gaming Segment Market Analysis (by Type);

Chapter 7 and 8, to analyze the Gaming Segment Market Analysis (by Application) Major Manufacturers Analysis of Gaming;

Chapter 9, Global Production & Consumption Market by Type [, Mobile Gaming, Console Gaming & PC Gaming] and End-Use[Amateur & Professional];

Chapter 10, Production Volume*, Price, Gross Margin, and Revenue ($) of Gaming by Regions (2020-2027). [* if applicable]

Chapter 11, Regional Marketing Type Analysis, International Trade Type Analysis, Supply Chain Analysis;

Chapter 12, to analyze the Consumers Analysis of Gaming.;

Chapter 13,14, to describe Gaming sales channel, distributors, traders, dealers, Research Findings and Conclusion, appendix and data source.

Enquire for customization in Report @
https://www.htfmarketreport.com/enquiry-before-buy/2111695-2013-2028-report-on-global-gaming-market

Thanks for reading this article; you can also get individual chapter wise section or region wise report version like North America, Oceania, LATAM, South America, NORDIC, West Europe, Europe or Southeast Asia.

Document ICROWDN020211020ehak001bd

South China Morning Post

AsiaWorld

Tencent said to sharpen focus on metaverse-like developments with advanced new gaming studio

Josh Ye
681 words
20 October 2021
scmp.com
SCMCOM
English

* The Chinese internet giant's advanced new gaming studio will be established under subsidiary TiMi Studio Group, sources said

* The careers page of Tencent's website shows that the new studio currently has job vacancies for at least 46 different positions

Tencent Holdings, which runs the world's largest video gaming business by revenue, plans to sharpen its focus on metaverse-like developments by assembling an international team for a new studio that will develop advanced games for the next stage of the internet, according to four people with knowledge of the matter.

The Shenzhen-based company recently sent out an internal letter to its employees around the world, indicating the establishment of a new "F1" studio under its subsidiary TiMi Studio Group that will involve employees across China, the United States, Canada and Singapore, according to the people, who declined to be identified because they are not authorised to speak to media.

A check by the South China Morning Post on the Tencent website's careers page showed that the new F1 studio currently has job vacancies for at least 46 different positions.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

TiMi Studios declined to comment on the F1 initiative. A representative for TiMi Studios said on Wednesday that the company is dedicated to the development of "AAA" games, but has no intention to discuss "trendy words".

While Hong Kong-listed Tencent has largely avoided using the term metaverse by describing its future games as "AAA, open world", a company employee who declined to be named said the new F1 studio – referring to "the future" for the internet giant – is essentially about the metaverse.

Although a broad term, metaverse has generally referred to shared virtual worlds that people access via the internet.

In September, Tencent filed to register nearly 100 metaverse-related trademarks, including "QQ Metaverse", "QQ Music Metaverse" and "Kings Metaverse" – corresponding to the names of company's messaging app, music-streaming platform and marquee mobile game Honour of Kings .

On Zhihu, China's Quora-like question-and-answer platform, a post by Mao Xingyun, Tencent's lead graphics programmer, said that forming a virtual community like Oasis in Ready Player One – a 2018 science fiction film directed by Steven Spielberg and based on the Ernest Cline novel of the same name – is "the benchmark target for the TiMi F1 studio in the long term".

The potential for Tencent's latest initiative appears to be strong since F1 will form part of TiMi Studios. The Tencent subsidiary, which developed hit games Honour of Kings and Call of Duty: Mobile , generated revenue of US$10 billion last year.

Tencent's push into this metaverse-like effort shows that China's most valuable internet company continues to move forward, despite recent criticism of video games as "spiritual opium" and Beijing's sweeping crackdown on Big Tech companies.

In September, China's State Council released new guidelines for video gaming and live-streaming platform operators that impose limits on the time and money spent by minors on their services, which could translate to higher compliance costs for the country's online entertainment giants such as Tencent and ByteDance.

Chinese regulators have also temporarily slowed their approvals of new online games in the country, as Beijing steps up measures to tackle gaming addiction among young people.

As Facebook and other US firms pursue metaverse-related initiatives, the concept of creating highly immersive virtual worlds has long been of interest in the internet industry.

Pony Ma Huateng, the founder, chairman and chief executive of Tencent, described in the company's 2019 annual report this opportunity. "This is a leap from a quantitative change to a qualitative change," Ma wrote. "It means that online and offline will become one. The physical and the digital will merge."

Document SCMCOM0020211020ehak000b7

THE BUSINESS TIMES
SINGAPORE

Business Times Breaking News
Global

Tencent shares have 'priced in' gaming crackdown, Jefferies says

268 words
8 October 2021
Business Times Singapore
STBT
English

[BEIJING] Further clampdowns on online gaming have been baked into Tencent Holdings's shares and the company stands to benefit from potential unlocking of gaming patents, according to Jefferies, a diversified financial services company.

Tencent has been a key victim of China's unprecedented crackdown on its tech sector, with its shares down nearly 40 per cent from a record high in January. Jefferies maintains its buy rating on the stock and expects a 16 per cent revenue growth in the third quarter.

Concerns regarding minors' gaming hours and the impact on ads from education-focused regulations are "priced in," analysts including Thomas Chong wrote in a note on Thursday (Oct 7). Rising ad demand from the Winter Olympics in China could offset the lost revenue from some edutech firms, they said.

Shares of the Shenzhen-based tech giant have soared 6.5 per cent in the last two days, after snapping a five-day rout as part of a broader growth stock selloff amid rising yields. Restrictions on gaming time and regulatory scrutiny of ads have battered the stock, which was briefly kicked out of the world's 10 largest companies by market value in September.

Adding to the share momentum in the last two days is Tencent's hotly anticipated League of Legends Mobile that was launched on Friday (Oct 8), almost a month after its initially scheduled release. Tencent said the delay for the marquee title was because "it needed to improve the gaming experience." Tencent is expected to report earnings on Nov 10.

BLOOMBERG

Document STBT000020211008eha800107

Tencent America LLC; Patent Application Titled "Method And Apparatus For Cloud Gaming" Published Online (USPTO 20210289018)

1,681 words
4 October 2021
Internet Weekly News
INTWKN
93
English

2021 OCT 4 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- According to news reporting originating from Washington, D.C., by VerticalNews journalists, a patent application by the inventors CHOI, Byeongdoo (Palo Alto, CA, US); LI, Guichun (Milpitas, CA, US); LI, Xiang (Saratoga, CA, US); LIU, Shan (San Jose, CA, US); XU, Xiaozhong (State College, PA, US), filed on February 16, 2021, was made available online on September 16, 2021.

The assignee for this patent application is Tencent America LLC (Palo Alto, California, United States).

Reporters obtained the following quote from the background information supplied by the inventors: "The background description provided herein is for the purpose of generally presenting the context of the disclosure. Work of the presently named inventors, to the extent the work is described in this background section, as well as aspects of the description that may not otherwise qualify as prior art at the time of filing, are neither expressly nor impliedly admitted as prior art against the present disclosure.

"Cloud gaming service is a trending online service which is available from multiple service providers. Cloud gaming may also be referred to as gaming on demand. In a cloud gaming system, games are run on remote servers and are referred to as cloud based games. A user can play a cloud based game via a user device. Gaming contents can be generated at a remove server and are streamed and displayed on the user device."

In addition to obtaining background information on this patent application, VerticalNews editors also obtained the inventors' summary information for this patent application: "Aspects of the disclosure provide methods and apparatuses for cloud gaming. In some examples, an apparatus for cloud gaming includes processing circuitry. For example, the processing circuitry receives a video sequence and metadata associated with the video sequence. The video sequence includes a sequence of picture frames generated in response to gaming control information, and the metadata is indicative of the gaming control information. The processing circuitry can configure encoding parameters based on the metadata that is indicative of the gaming control information. Then, the processing circuitry can encode the video sequence into a coded video bitstream, based on the encoding parameters.

"In some embodiments, the metadata includes at least one of camera information, color information, illumination information, motion information, view information, overlay information, and user control information.

"In an embodiment, the processing circuitry receives, over a network, a signal carrying user control information. The video sequence is generated in response to the user control information.

"In some examples, the processing circuitry determines motion information of at least one of a global motion of a gaming scene, and a local motion of an object in a bounding box within the gaming scene based on gaming scene control information and user control information.

"In some embodiments, the processing circuitry determines a motion model for encoding the video sequence based on the metadata that is indicative of the gaming control information. The motion model can be one of an affine model, a perspective model, a rotation model, and a zooming model.

"In some examples, the metadata can be transmitted via interface circuitry and a network, to a destination device of the coded video bitstream. In an example, the metadata is transmitted in a supplemental enhancement information (SEI) message along with the coded video bitstream.

"In another example, the metadata includes overlay content. The processing circuitry encodes the overlay content into an overlay content bitstream, and multiplexes the coded video bitstream and the overlay content bitstream into an output bitstream. The output bitstream then can be transmitted.

"In some other examples, an apparatus for cloud gaming includes processing circuitry that receives a coded video bitstream along with metadata associated with the coded video bitstream. The metadata is indicative of gaming control information. The processing circuitry configures decoding parameters and reconstructing

parameters based on the metadata. Then, the processing circuitry decodes the coded video bitstream based on the decoding parameters, and reconstructs a video sequence based on the reconstructing parameters. In an example, the metadata includes overlay content. The processing circuitry de-multiplexing an input bitstream into the coded video bitstream and an overlay content bitstream. The overlay content bitstream is decoded to generate the overlay content. Then, the video sequence can be reconstructed with the overlay content.

"Aspects of the disclosure also provide a non-transitory computer-readable medium storing instructions which when executed by a computer for video processing cause the computer to perform the method for cloud gaming."

The claims supplied by the inventors are:

"1. A method for cloud gaming, comprising: receiving, by a processor, a video sequence and metadata associated with the video sequence, the video sequence including a sequence of picture frames generated in response to gaming control information, and the metadata being determined based on the gaming control information; configuring, by the processor, encoding parameters based on the metadata; and encoding, by the processor, the video sequence into a coded video bitstream, based on the encoding parameters.

"2. The method of claim 1, wherein the metadata comprises at least one of camera information, color information, illumination information, motion information, view information, overlay information, user control information.

"3. The method of claim 1, further comprising: receiving, over a network, a signal carrying user control information; and generating the video sequence in response to the user control information.

"4. The method of claim 1, further comprising: determining motion information of at least one of a global motion of a gaming scene, and a local motion of an object in a bounding box within the gaming scene based on gaming scene control information and user control information.

"5. The method of claim 1, further comprising: determining a motion model for encoding the video sequence based on the metadata.

"6. The method of claim 5, wherein the motion model includes at least one of an affine model, a perspective model, a rotation model, and a zooming model.

"7. The method of claim 1, further comprising: transmitting, via a network, the metadata to a destination device of the coded video bitstream.

"8. The method of claim 7, further comprising: transmitting the metadata in a supplemental enhancement information (SEI) message along with the coded video bitstream.

"9. The method of claim 7, wherein the metadata includes overlay content, and the method further comprises: encoding the overlay content into an overlay content bitstream; and multiplexing the coded video bitstream and the overlay content bitstream into an output bitstream; and transmitting the output bitstream.

"10. An apparatus for cloud gaming, comprising: processing circuitry configured to: receive a video sequence and metadata associated with the video sequence, the video sequence including a sequence of picture frames generated in response to gaming control information, and the metadata being determined based on the gaming control information; configure encoding parameters based on the metadata that is indicative of the gaming control information; and encode the video sequence into a coded video bitstream, based on the encoding parameters.

"11. The apparatus of claim 10, wherein the metadata comprises at least one of camera information, color information, illumination information, motion information, view information, overlay information, user control information.

"12. The apparatus of claim 10, wherein the processing circuitry is configured to: receive, over a network, a signal carrying user control information; and generate the video sequence in response to the user control information.

"13. The apparatus of claim 10, wherein the processing circuitry is configured to: determine motion information of at least one of a global motion of a gaming scene, and a local motion of an object in a bounding box within the gaming scene based on gaming scene control information and user control information.

"14. The apparatus of claim 10, wherein the processing circuitry is configured to: determine a motion model for encoding the video sequence based on the metadata.

"15. The apparatus of claim 14, wherein the motion model includes at least one of an affine model, a perspective model, a rotation model, and a zooming model.

"16. The apparatus of claim 10, wherein the processing circuitry is configured to: transmit, via interface circuitry and a network, the metadata to a destination device of the coded video bitstream.

"17. The apparatus of claim 16, wherein the processing circuitry is configured to: transmit the metadata in a supplemental enhancement information (SEI) message along with the coded video bitstream.

"18. The apparatus of claim 16, wherein the metadata includes overlay content, and the processing circuitry is configured to: encode the overlay content into an overlay content bitstream; and multiplex the coded video bitstream and the overlay content bitstream into an output bitstream; and transmit the output bitstream.

"19. A method for cloud gaming, comprising: receiving, by a processor, a coded video bitstream along with metadata associated with the coded video bitstream, the metadata being indicative of gaming control information; configuring, by the processor, decoding parameters and reconstructing parameters based on the metadata; and decoding and reconstructing, by the processor, the coded video bitstream into a video sequence based on the decoding parameters and reconstructing parameters.

"20. The method of claim 19, wherein the metadata includes overlay content and the method further comprises: de-multiplexing an input bitstream into the coded video bitstream and an overlay content bitstream; decoding the overlay content bitstream to generate the overlay content; and reconstructing video sequence with the overlay content."

For more information, see this patent application: CHOI, Byeongdoo; LI, Guichun; LI, Xiang; LIU, Shan; XU, Xiaozhong. Method And Apparatus For Cloud Gaming. Filed February 16, 2021 and posted September 16, 2021. Patent URL: https://appft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PG01&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.html&r=1&f=G&l=50&s1=%2220210289018%22.PGNR.&OS=DN/20210289018&RS=DN/20210289018

Keywords for this news article include: Business, Cloud Computing, Internet Companies, Tencent America LLC, Information Technology.

Document INTWKN0020211004eha40000u

Tencent America LLC; "Method And Apparatus For Cloud Gaming" in Patent Application Approval Process (USPTO 20210283499)

2,050 words
4 October 2021
Internet Weekly News
INTWKN
67
English

2021 OCT 4 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- A patent application by the inventors CHOI, Byeongdoo (Palo Alto, CA, US); LI, Guichun (Milpitas, CA, US); LI, Xiang (Saratoga, CA, US); LIU, Shan (San Jose, CA, US); XU, Xiaozhong (State College, PA, US), filed on February 24, 2021, was made available online on September 16, 2021, according to news reporting originating from Washington, D.C., by VerticalNews correspondents.

This patent application is assigned to Tencent America LLC (Palo Alto, California, United States).

The following quote was obtained by the news editors from the background information supplied by the inventors: "The background description provided herein is for the purpose of generally presenting the context of the disclosure. Work of the presently named inventors, to the extent the work is described in this background section, as well as aspects of the description that may not otherwise qualify as prior art at the time of filing, are neither expressly nor impliedly admitted as prior art against the present disclosure.

"Cloud gaming service is a trending online service which is available from multiple service providers. Cloud gaming may also be referred to as gaming on demand. In a cloud gaming system, games are run on remote servers and are referred to as cloud based games. A user can play a cloud based game via a user device. Gaming contents can be generated at a remove server and are streamed and displayed on the user device."

In addition to the background information obtained for this patent application, VerticalNews journalists also obtained the inventors' summary information for this patent application: "Aspects of the disclosure provide methods and apparatuses for cloud gaming. In some examples, an apparatus for cloud gaming includes processing circuitry. For example, the processing circuitry receives a video sequence and metadata associated with the video sequence. The video sequence includes a sequence of picture frames generated in response to gaming control information, and the metadata is determined based on the gaming control information. The processing circuitry can determine, based on the metadata, an encoding configuration for encoding the video sequence. Then, the processing circuitry encodes, based on the encoding configuration, the video sequence into a coded video bitstream.

"In an embodiment, the metadata comprises a motion vector, and the processing circuitry determines, based on the motion vector, a starting point of a motion search for encoding a block within a picture frame of the video sequence.

"In another embodiment, the metadata indicates at least a picture characteristic of a scene change characteristic, an illumination change characteristic, a flashing characteristic, a panning characteristic, a zooming characteristic, a fading characteristic, and an overlay characteristic for a picture frame of the video sequence. The processing circuitry can determine, based on the picture characteristic, the encoding configuration for encoding the picture frame.

"In another embodiment, the metadata indicates a bounding box in a picture frame. The processing circuitry can determine, based on the bounding box, a reference area in a previous picture frame for an uncovered area by the bounding box in a current picture frame relative to a preceding picture frame of the current picture frame; and encode the uncovered area by the bounding box in the current picture frame based on the reference area in the previous picture frame.

"In another embodiment, the metadata indicates a model transformation from a first picture frame to a second picture frame. The processing circuitry can determine, the encoding configuration based on the model transformation, and can encode, based on the encoding configuration, a block in the second picture frame based on a reference block in the first picture frame.

"In another embodiment, the metadata indicates an existence of an object of a current picture frame in a subsequent picture frame. The processing circuitry determines a buffer configuration based on the metadata.

"In another embodiment, the metadata indicates a noise level of a picture frame. The processing circuitry can pre-process/post-process the picture frame based on the noise level.

"In another embodiment, the metadata indicates a region of interest in a picture frame. The processing circuitry encodes the region of interest using a first encoding configuration with a higher quality than a second encoding configuration that is used to encode a block outside of the region of interest.

"In another embodiment, the metadata indicates a graphic overlay in a region of a picture frame. The processing circuitry determines an encoding configuration for encoding the region based on the graphic overlay.

"In another embodiment, the metadata indicates a message box in a picture frame for an overlay message. The processing circuitry includes, in a specific network abstraction layer unit (NALU) of the coded video bitstream, information of the overlay message.

"Aspects of the disclosure also provide a non-transitory computer-readable medium storing instructions which when executed by a computer for video processing cause the computer to perform the method for cloud gaming."

The claims supplied by the inventors are:

"1. A method for cloud gaming, comprising: receiving, by a processor, a video sequence and metadata associated with the video sequence, the video sequence including a sequence of picture frames generated in response to gaming control information, and the metadata being determined based on the gaming control information; determining, by the processor and based on the metadata, an encoding configuration for encoding the video sequence; and encoding, by the processor and based on the encoding configuration, the video sequence into a coded video bitstream.

"2. The method of claim 1, wherein the metadata comprises a motion vector, and the method further comprises: determining, based on the motion vector, a starting point of a motion search for encoding a block within a picture frame of the video sequence.

"3. The method of claim 1, wherein the metadata indicates at least a picture characteristic of a scene change characteristic, an illumination change characteristic, a flashing characteristic, a panning characteristic, a zooming characteristic, a fading characteristic, and an overlay characteristic for a picture frame of the video sequence, and the method comprises: determining, based on the picture characteristic, the encoding configuration for encoding the picture frame.

"4. The method of claim 1, wherein the metadata indicates a bounding box in a picture frame, and the method comprises: determining, based on the bounding box, a reference area in a previous picture frame for an uncovered area by the bounding box in a current picture frame relative to a preceding picture frame of the current picture frame; and encoding the uncovered area by the bounding box in the current picture frame based on the reference area in the previous picture frame.

"5. The method of claim 1, wherein the metadata indicates a model transformation from a first picture frame to a second picture frame, and the method comprises: determining, the encoding configuration based on the model transformation; and encoding, based on the encoding configuration, a block in the second picture frame based on a reference block in the first picture frame.

"6. The method of claim 1, wherein the metadata indicates an existence of an object of a current picture frame in a subsequent picture frame, and the method comprises: determining a buffer configuration based on the metadata.

"7. The method of claim 1, wherein the metadata indicates a noise level of a picture frame, and the method comprises: pre-processing/post-processing the picture frame based on the noise level.

"8. The method of claim 1, wherein the metadata indicates a region of interest in a picture frame, and the method comprises: encoding the region of interest using a first encoding configuration with a higher quality than a second encoding configuration that is used to encode a block outside of the region of interest.

"9. The method of claim 1, wherein the metadata indicates a graphic overlay in a region of a picture frame, and the method comprises: determining an encoding configuration for encoding the region based on the graphic overlay.

"10. The method of claim 1, wherein the metadata indicates a message box in a picture frame for an overlay message, and the method comprises: including, in a specific network abstraction layer unit (NALU) of the coded video bitstream, information of the overlay message.

"11. An apparatus for cloud gaming, comprising: processing circuitry configured to: receive a video sequence and metadata associated with the video sequence, the video sequence including a sequence of picture frames generated in response to gaming control information, and the metadata being determined based on

the gaming control information; determine, based on the metadata, an encoding configuration for encoding the video sequence; and encode, based on the encoding configuration, the video sequence into a coded video bitstream.

"12. The apparatus of claim 11, wherein the metadata comprises a motion vector, and the processing circuitry is configured to: determine, based on the motion vector, a starting point of a motion search for encoding a block within a picture frame of the video sequence.

"13. The apparatus of claim 11, wherein the metadata indicates at least a picture characteristic of a scene change characteristic, an illumination change characteristic, a flashing characteristic, a panning characteristic, a zooming characteristic, a fading characteristic, and an overlay characteristic for a picture frame of the video sequence, and the processing circuitry is configured to: determine, based on the picture characteristic, the encoding configuration for encoding the picture frame.

"14. The apparatus of claim 11, wherein the metadata indicates a bounding box in a picture frame, and the processing circuitry is configured to: determine, based on the bounding box, a reference area in a previous picture frame for an uncovered area by the bounding box in a current picture frame relative to a preceding picture frame of the current picture frame; and encode the uncovered area by the bounding box in the current picture frame based on the reference area in the previous picture frame.

"15. The apparatus of claim 11, wherein the metadata indicates a model transformation from a first picture frame to a second picture frame, and the processing circuitry is configured to: determine, the encoding configuration based on the model transformation; and encode, based on the encoding configuration, a block in the second picture frame based on a reference block in the first picture frame.

"16. The apparatus of claim 11, wherein the metadata indicates an existence of an object of a current picture frame in a subsequent picture frame, and the processing circuitry is configured to: determine a buffer configuration based on the metadata.

"17. The apparatus of claim 11, wherein the metadata indicates a noise level of a picture frame, and the processing circuitry is configured to: pre-process/post-process the picture frame based on the noise level.

"18. The apparatus of claim 11, wherein the metadata indicates a region of interest in a picture frame, and the processing circuitry is configured to: encode the region of interest using a first encoding configuration with a higher quality than a second encoding configuration that is used to encode a block outside of the region of interest.

"19. The apparatus of claim 11, wherein the metadata indicates a graphic overlay in a region of a picture frame, and the processing circuitry is configured to: determine an encoding configuration for encoding the region based on the graphic overlay.

"20. The apparatus of claim 11, wherein the metadata indicates a message box in a picture frame for an overlay message, and the processing circuitry is configured to: include, in a specific network abstraction layer unit (NALU) of the coded video bitstream, information of the overlay message."

URL and more information on this patent application, see: CHOI, Byeongdoo; LI, Guichun; LI, Xiang; LIU, Shan; XU, Xiaozhong. Method And Apparatus For Cloud Gaming. Filed February 24, 2021 and posted September 16, 2021. Patent URL: https://appft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PG01&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.html&r=1&f=G&l=50&s1=%2220210283499%22.PGNR.&OS=DN/20210283499&RS=DN/20210283499

Keywords for this news article include: Business, Cloud Computing, Internet Companies, Tencent America LLC, Information Technology.

Document INTWKN0020211004eha40000a

THE BUSINESS TIMES
SINGAPORE

Business Times Breaking News
Funding

Ex-Tencent exec bags US$120m from China's NetEase for gaming startup Kepler Interactive

Olivia Poh
349 words
28 September 2021
Business Times Singapore
STBT
English

CHINA'S NetEase on Tuesday poured US$120 million in funding into game developer and publisher Kepler Interactive, spreading its wings overseas amid Beijing's crackdown on the gaming industry.

Singapore and London-based Kepler Interactive is a collective where game studio founders band together and become co-owners. The game studios share resources, operational support and financial gains, while maintaining their own creative independence.

So far, Kepler Interactive's partner studios are found worldwide. They are A44 in New Zealand; Alpha Channel and Timberline in North America; Awaceb, Ebb Software and Sloclap in Europe; and Shapefarm in Asia.

Kepler Interactive will have operational hubs in London and Singapore, with teams spread over 10 countries. Its slate of titles for next year include third-person action game Sifu, first-person survival horror adventure video game Scorn, and open-World adventure game Tchia.

Kepler Interactive has set up its key strategic office in Singapore. Chief executive Alexis Garavaryan said that the city-state "has always been a thriving global business hub and an attractive destination for local and international talent".

"It's only natural for us to have a key strategic office here. It also helps to be closer to our existing studio collective in Asia and Australasia and build deeper relationships across the region with other companies in our ecosystem. We hope to further strengthen the links between gaming and Singapore as Kepler Interactive grows and develops," he added.

The executive team is led by the founders of Kowloon Nights, a fund that deployed over US$100 million across 50 projects to independent game developers. Mr Garavaryan is a former Tencent executive who led a number of initiatives ranging from equity investment to platform building. He also supported Tencent's internal studios on one of the world's top-grossing games, Honor of Kings.

Beyond 2022, Kepler Interactive said it will grow by welcoming more partner studios, as well as expanding into cross-platform content production including film and other media.

Document STBT000020210928eh9s000rt

即市頭條- Latest News
Tencent Curbs, Bars Minors' Online Gaming Before, After National Day Holiday

112 words
24 September 2021
AAStocks Financial News
AASFNE
English

TENCENT (00700.HK) announced a notice on further stringent management to prevent minors' online game indulgence as well as actual arrangements for holidays and time off in lieu. Accordingly, Tencent Games will impose a curb and a ban on underage users of online games operated in Mainland China before and after the National Day holiday.

Minors may login between 8-9pm during 24-25 September, 1-8 October and on 10 October. They will be banned from playing games during 26-30 September and on 9 October.

~

AAStocks Financial News

Web Site: www.aastocks.com

Document AASFNE0020210924eh9o005h9

online news

Gaming giants Tencent and NetEase stocks dive overnight after threat of further Chinese regulation

326 words
15 September 2021
ETMAG.com
FMETMA
English

China's two biggest gaming corporations, Tencent and NetEase, have lost a combined value of more than $60 billion dollars in the last 24 hours. That figure is eight times more than Microsoft paid to acquire Bethesda's parent company ZeniMax.

The stock rile up comes as China continues to overregulate the video game industry in China. Last month, Chinese officials mandated that children under 18 years of age can only play video games for a total of one hour on Fridays, weekends, or holidays. Previous rules allowed for 1.5 hours during the week and three hours on holidays and weekends.

State-run news outlet Xinhua News Agency notes that Chinese regulators met with industry leaders again this week, advising them to stop focusing on profits and begin making changes to game design that do not "induce additions." "The authorities ordered the enterprises and platforms to tighten examination of the contents of their games," reported Xinhua. "Obscene and violent content and those breeding unhealthy tendencies, such as money-worship and effeminacy, should be removed."

Additionally, the Chinese government has reportedly begun limiting the number of licenses it issues for online games. State-run South China Morning Post notes that the agency handling such licensing—the National Press and Publication Administration—is prompt about releasing lists of approved titles at the end of each month. However, it has not yet revealed its approved list for August.

While NetEase has not commented on the recent meetings or the stock plummet, Tencent spoke with Bloomberg, saying it agrees with regulators.

"We believe in healthy gameplay and take very seriously the physical and mental health of minors," Tencent told Bloomberg in a statement. "We appreciate the guidance and instruction from the relevant regulators and will work hard to be in full compliance with all rules relating to youth game addiction and content regulation."

Document FMETMA0020210915eh9f0000k

VerticalNews™

Geography; New Geography Findings from National University of Singapore Described (Mobile Gaming Production Networks, Platform Business Groups, and the Market Power of China's Tencent)

479 words
14 September 2021
China Weekly News
CHWKNW
305
English

2021 SEP 14 (VerticalNews) -- By a News Reporter-Staff News Editor at China Weekly News -- Investigators discuss new findings in Geography. According to news reporting originating from Singapore, Singapore, by VerticalNews correspondents, research stated, "The games industry is one of many that have undergone significant restructuring due to the emergence of digital platforms. Since the early 2010s, the industry has shifted rapidly to focus on mobile games as opposed to console and personal computer games."

Funders for this research include Hong Kong Research Grant Council GRF grant, National Natural Science Foundation of China (NSFC), Hong Kong Baptist University's Research Development Fund.

Our news editors obtained a quote from the research from the National University of Singapore, "Mobile platforms, particularly application (app) stores that serve as digital distribution platforms for mobile content such as games, have become central to the organization of the industry. Although the existing literature on mobile platforms has tended to focus on the dominant distribution platforms such as Apple's App Store and Google's Play Store that prevail in the United States and European countries, the shift to mobile gaming is arguably being led by the Chinese market, where domestic third-party app stores predominate. China is also home to the world's largest gaming company, Tencent. This article explores the evolving nature of games industry production networks, with a specific focus on the Chinese market and Tencent's rise to a dominant position in particular. Conceptually, the article combines insights from the platform ecosystem and global production network literatures to demonstrate how Tencent has used strategies of vertical and horizontal integration to create a specific organizational form-the platform business group. This bestows competitive advantages to Tencent that in turn underpin its market power, high levels of value capture, and the wider trend toward duopoly or oligopoly in the sector."

According to the news editors, the research concluded: "The conceptual framing also explains how these developments are heavily shaped by the distinctive regulatory and market characteristics of the Chinese games industry."

This research has been peer-reviewed.

For more information on this research see: Mobile Gaming Production Networks, Platform Business Groups, and the Market Power of China's Tencent. Annals of the American Association of Geographers, 2021. Annals of the American Association of Geographers can be contacted at: Routledge Journals, Taylor & Francis Ltd, 2-4 Park Square, Milton Park, Abingdon OX14 4RN, Oxon, England.

The news editors report that additional information may be obtained by contacting Neil M. Coe, National University of Singapore, Dept. of Geography, Singapore, Singapore.

Keywords for this news article include: Singapore, Singapore, Asia, Geography, Asia, China, National University of Singapore.

Document CHWKNW0020210914eh9e0004o

China tells Tencent and Netease to focus less on profit as gaming crackdown expands

By Michelle Toh, CNN Business
589 words
10 September 2021
17:31
CNN Wire
CNNWR
English

Chinese regulators have summoned companies to demand they play down profits and further clamp down on how minors can play video games, just days after children in the country were banned from access during the week.

State-run news agency Xinhua reported Wednesday that authorities had called in firms, including industry leaders Tencent and NetEase, to discuss restrictions around the streaming and playing of video games among minors.

During the meeting, companies were "urged to break from the solitary focus of pursuing profit or attracting players and fans," according to the report. They were also told to modify any rules or design elements of games that could be seen as "inducing addictions."

The discussions included representatives from four government agencies: the Publicity Department of the Communist Party of China Central Committee, the National Press and Publication Administration, the Office of the Central Cyberspace Affairs Commission, and the Ministry of Culture and Tourism, according to Xinhua.

"Companies failing to follow the requirements will be stringently punished," the state news agency reported.

Shares of Chinese gaming companies fell in response to the news. NetEase's stock closed down 5.2% in New York on Wednesday, after the state media report was published, and Tencent shares dropped 6% in Hong Kong on Thursday.

Just last week, China barred online gamers under the age of 18 from playing on weekdays and limited their play to just three hours most weekends, marking a significant escalation of restrictions on the country's massive gaming industry.

The move represented a huge tightening of earlier limits set by the agency in 2019, which had already restricted play to 90 minutes on weekdays and three hours on weekends for children.

Authorities said last week that the new restrictions were put in place to help prevent young people from becoming addicted to video games.

They reminded companies of this mandate on Wednesday, saying that game providers should "fully and faithfully impose the time limit" for minors.

"Online game companies and platforms ... should strengthen political positions and shoulder responsibilities," Xinhua wrote.

It said that authorities had instructed companies to crack down on content that promoted "wrong values" or an "unhealthy culture," such as obscenity, violence and "money-worship."

Live-stream gaming platforms were also told to step up supervision, "including banning large rewards" for underage players.

Companies are heeding the warning.

"We believe in healthy game play and take very seriously the physical and mental health of minors," Tencent said in a statement.

"We appreciate the guidance and instruction from the relevant regulators, and will work hard to be in full compliance with all rules relating to youth game addiction and content regulation."

NetEase also pledged to "strictly follow the rules and instructions."

"We will continue our efforts to deliver more quality games and promote a healthy and responsible gaming environment for minor players, as we seek to build and promote a wholesome gaming environment in China," it said in a statement.

The news comes as some critics have pointed to potential loopholes in the latest restrictions.

On Wednesday, Chinese state broadcaster CCTV reported that some online video game stores "do not verify the age of buyers, and won't dissuade buyers even if they are aware that they are minors."

Some stores even advertise that they are not part of the "addiction prevention" campaign, according to CCTV.

— CNN's Beijing bureau contributed to this report.

By Michelle Toh, CNN Business

Document CNNWR00020210910eh9a0053d

South China Morning Post

Technology
Chinese authorities call in Tencent, NetEase for ear-bashing over new gaming restrictions for kids

Josh Ye
504 words
8 September 2021
scmp.com
SCMCOM
English

* The Publicity Department of the CCP and the National Press and Publication Administration (NAPP) have called in major gaming publishers for meeting

* Many parents have expressed concerns that kids can find workarounds to circumvent play-time restrictions on games

Chinese gaming giants Tencent Holdings and NetEase were called in to meet with Chinese authorities on Wednesday to discuss how they will implement Beijing's new restrictions on video gaming for minors, as the government seeks to avoid lax enforcement and workarounds by savvy teenage netizens.

The Publicity Department of the Chinese Communist Party and the National Press and Publication Administration (NAPP) ordered multiple major gaming publishers, game account rental platforms and video game live-streaming platforms to a meeting on Wednesday, which was also attended by the Cyberspace Administration of China (CAC) and the Ministry of Culture and Tourism, according to a report by state news agency Xinhua.

"All gaming companies have to strictly enforce the orders of the notice and thoroughly implement the play-time restrictions on minors when they are providing online games to them, and must not provide any online game account rental and transaction services to minors in any shape or form," the statement from Xinhua said.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

This comes after the NAPP, China's top watchdog for gaming and other forms of online media, issued a new rule last Monday limiting gaming time for players aged under 18 to between 8pm and 9pm on Fridays, Saturdays, Sundays and statutory holidays. It marked the country's most stringent measure yet to tackle video gaming addiction among young people.

China limits gaming time for under-18s

However, many parents have expressed concerns that kids can find workarounds to circumvent play-time restrictions, including accessing adult accounts to play games online.

"[Companies] must elevate their political standing, strengthen their sense of responsibility and recognise the importance and urgency of strictly managing minors and preventing them from becoming addicted to online games," the statement from Xinhua said.

The meeting was also called to discuss content checks for video games, stressing that games with a "wrong set of values", including money worship and "gay love", need to be boycotted. Additionally, the statement from Xinhua ordered companies to strengthen self-regulation when it comes to monetisation, and stop game mechanics that aim only to generate profit.

Tencent and NetEase are China's two biggest gaming companies, and both have reduced the share of sales generated by younger users in recent years. Tencent is the world's largest gaming company by revenue and accounts for about 40 per cent of the gaming market in China, according to figures provided by the State Administration for Market Regulation earlier this year.

Document SCMCOM0020210908eh98000h3

Chinese govt summons gaming firms including Tencent and NetEase - Xinhua

104 words
8 September 2021
18:47
Reuters News
LBA
English

HONG KONG, Sept 8 (Reuters) - Chinese gaming firms including Tencent Holdings Ltd and NetEase Inc were summoned by Chinese government officials, State media Xinhua reported on Wednesday.

Gaming firms were told by the government to implement measures such as curbing minors' hours of access to their video games to protect their physical and mental health, Xinhua reported.

Gaming firms were asked to resist engaging in improper competition, and should focus on driving innovation instead, the report said. (Reporting by Meg Shen and Twinnie Siu; Editing by Alex Richardson)

Released: 2021-9-8T14:17:29.000Z

Document LBA0000020210908eh98029pp

Tech

Tencent urges third-party platform to ban second-hand gaming accounts

Ding Yining
314 words
7 September 2021
12:33
Shanghai Daily Online
SHNDOL
English

Tencent said it has moved to act against those who misuse online gaming accounts and lend them to minors who are only permitted to play during designated hours. A China Central Television report on Monday found that a gray market has already arisen in which gaming accounts are traded or leased on an hourly or daily basis. Minors and students are only allowed to play online games from 8pm to 9pm on Fridays, weekends and holidays, the National Press and Publication Administration said last week. Some minors have been found using other adults accounts to play outside of these designated hours, bypassing identity and real-name registration measures."This is a severe violation of the real-name registration system and protection mechanism for minors," Tencent said on Monday night.

It has sent notices to over 20 digital platforms to urge them to prohibit second-hand account services and remove vendors from the platforms.Tencent is also calling for regulations forbidding the selling or leasing of gaming accounts to be drafted.PlayerUnknowns Battlegrounds, Crossfire and Honor of Kings are popular games from Tencent in which accounts can be leased. The price varies from about 20 yuan (US$3.10) to over 100 yuan (US$15.50) per hour depending on the level of sophistication. The merchants do not ask for any ID information or check whether the buyer is minor. Such virtual services could still be found on Alibabas Taobao, available from dozens of vendors, on Tuesday. Before the new directive from the National Press and Publication Administration, China has limited online playing time for minors to three hours on holidays and 1.5 hours on other days.Shares of both domestic and overseas listed gaming companies plunged after these strict rules were put into effect.

Click Here to View Image

Document SHNDOL0020210908eh970000h

即市頭條- Latest News
M Stanley Cites TENCENT: Never Discusses Gaming Consumption Tax Hike; Keeps Launching New Titles

104 words
6 September 2021
AAStocks Financial News
AASFNE
English

Morgan Stanley met with TENCENT (00700.HK)'s management to discuss the impact from new regulatory rules. The giant's revenue exposure to those under 18 was only 6% of its total China online game revenue in 2020, the broker cited.

TENCENT's management was unaware of any talks on gaming consumption tax hike. The group will keep launching new titles based on internal guidance and timetable. The stock was kept Overweight at a $700 target.

~

AAStocks Financial News

Web Site: www.aastocks.com

Document AASFNE0020210906eh96005h9

South China Morning Post

Technology

Tencent, NetEase among gaming giants rushing to comply with Beijing's three-hour weekly time restriction for kids

Josh Ye
639 words
1 September 2021
scmp.com
SCMCOM
English

* Tencent rolled out an update to Honour of Kings to comply with the new rule, while its esports arm TJ Sports said it would overhaul its tournaments

* At least 41 Chinese game developers have publicly supported the new rule limiting kids to playing video games for just three hours a week, says industry body

Video game giants including Tencent Holdings and NetEase are rushing to comply with China's new three-hour weekly restriction for children, rolling out new features and preventing underage esports athletes from joining tournaments.

The National Press and Publication Administration, China's top watchdog for gaming and other forms of online media, on Monday issued a new rule limiting gaming time for players aged under 18 to between 8pm and 9pm on Fridays, Saturdays, Sundays and statutory holidays. It marked the country's most stringent measure yet to tackle video gaming addiction among young people.

All the major Chinese game developers quickly scrambled to affirm their support for the ruling and pledged to follow it. On Wednesday, Tencent, the world's largest gaming company, rolled out an update to its signature mobile game Honour of Kings, which has 100 million daily users, to comply with the new rule. Its esports arm TJ Sports also announced that it would overhaul all of its tournaments to comply.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

The state-backed China Game Publishers Association Publications Committee said in a statement on Tuesday that at least 41 Chinese game developers, including the country's biggest ones, have made public statements to support the policy.

Analysts anticipate that the new rule may signal a temporary end to a regulatory storm over video games, as gaming stocks rebounded on Tuesday.

Matthew Kanterman, a senior analyst at Bloomberg Intelligence, said the latest restrictions placed on the industry had been "harsher than expected" though their impact was less severe than the crackdown in 2018 when Beijing halted the approval process for new games entering the country for nearly nine months.

"Tencent, NetEase and Chinese online games peers may face less regulatory pressure and impacts than in the 2018 crackdown … although the play-time restrictions for minors are harsher than the industry hoped, game companies have been addressing concerns with systems which can be quickly rolled out for modestly higher compliance costs," Kanterman said.

Honour of Kings, which has made more than US$9.4 billion in revenue since its launch in 2015 according to app-tracking firm SensorTower, said on Wednesday that it will ban young gamers from playing except during the time window specified by the government. TJ Sports said in a post on social media that it will impose an age limit across all its tournaments to comply with the new requirements.

The impact of the unprecedented measure on company revenues may be limited. Tencent said that players under 16 accounted for just 2.6 per cent of its gross gaming receipts in China. Both NetEase and Bilibili said minors contributed around 1 per cent of the company's gaming revenue.

Still, as the market becomes more regulated and competitive at home, Chinese gaming companies are busy seeking growth outside the country, a phenomenon known as chuhai, or "going overseas". Charles Zhaoxuan

Yang, chief financial officer of China’s second largest gaming company, NetEase, said on Tuesday that NetEase has already set up gaming studios in Canada, Japan and Europe to develop games.

Tencent has also been expanding rapidly overseas, setting up studios in Montreal, Los Angeles and Seattle.

Document SCMCOM0020210901eh91000bb

DOW JONES NEWSWIRES

China's Tighter Minors Gaming Norms May Impact Tencent -- Market Talk

142 words
31 August 2021
11:37
Dow Jones Newswires Chinese (English)
RTNW
English

0423 GMT - Beijing's latest rule restricting online gaming for minors is projected to lower Tencent Holdings' earnings by 3%, assuming gaming contributes 60% to total earnings, Jefferies says. "Market is concerned about the entertainment sector outlook if minors protection is extended to other areas." The latest move is unexpected given actions Tencent had already undertaken to fight gaming addiction, Jefferies says. For NetEase and Bilibili, Jefferies expects minimal revenue impact from the new measure, as minors represent a low single digit of NetEase's gaming revenue and about 1% for Bilibili. Tencent shares in Hong Kong decline 3.2% to HK$451.00, NetEase is down 3.5% and Bilibili loses 5.6%.(clarence.leong@wsj.com)

(Delayed by 1 hour)

(END) Dow Jones Newswires

31-08-21 0607GMT

Document RTNW000020210831eh8v0006l

South China Morning Post

Business
Why Tencent spent US$1.3 billion to buy video gaming firm Leyou, but left it to languish

Josh Ye
1,090 words
22 August 2021
scmp.com
SCMCOM
English

* Eight months after Tencent's acquisition, Leyou is mired in cancelled projects and hobbled by an exodus of employees

* Tencent is said to be particularly interested in one Leyou investee company, American developer Certain Affinity

When Tencent Holdings beat the likes of Sony to buy Hong Kong-listed video games company Leyou Technologies last year, the acquisition was expected to further boost the internet giant's vast gaming empire.

Tencent, which runs the world's largest video gaming business by revenue and Chinese super app WeChat, completed its US$1.3 billion takeover of Leyou in December, which included Canadian subsidiary Digital Extremes – developer of hit online action game Warframe – and a deal with Amazon.com to create a massively multiplayer online role-playing game based on the epic fantasy novel and blockbuster film series The Lord of the Rings (LOTR).

Fast-forward to August and Amazon has cancelled its online game deal with Leyou because the US company could not come to terms with Tencent. What is more alarming is that Leyou has become a shadow of its former self, according to four people with knowledge of the matter who declined to be identified because the information is not public.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

For Shenzhen-based Tencent, those count as tiny setbacks when compared with its outsize position in the global video gaming market, where it continues to "ruthlessly" snap up stakes in companies big and small at whatever the cost to dominate the industry, according to the people familiar.

Tencent declined to comment.

"Outside China, Leyou was not really that well known," said Serkan Toto, chief executive of consultancy Kantan Games, on Friday. "The Tencent acquisition and the LOTR deal helped put Leyou on the map [in the international video gaming industry]."

There was, however, one part of its Leyou takeover that Tencent seemed to value the most.

The deal, according to people familiar, gave Tencent what it really wanted: the option to invest into and own Certain Affinity, an independent American video game developer based in Austin, Texas. In October 2017, Leyou reported that it acquired a 20 per cent stake in Certain Affinity for US$10 million.

Certain Affinity has a proven track record developing innovative, triple-A console and personal computer action video games, including both original titles and co-development on multiple games, in the popular Call of Duty and Halo franchises as well as the DOOM and Left 4 Dead series.

In May last year, ahead of its Leyou takeover, Tencent started casting a wider net for content from console gaming developers, in search of intellectual property (IP) to create the next blockbuster, as the company races to meet increased global demand for new games.

Tencent plans to pursue more collaborations and investments in the console gaming sector, following its deals with Japanese developers Marvelous and PlatinumGames, according to analysts.

Still, Tencent's tactical strategy for Certain Affinity meant that there was little interest in Leyou's other operations.

"Expectations were high in the industry, as well as among gamers, that the LOTR game would shape up to be a high-profile blockbuster, which would do justice to the major IP it is based on," Kantan Games' Toto said. "Cancellations happen from time to time in the video gaming business, but this one made a lot of heads turn just because it involved mega brands Amazon, Tencent and LOTR."

Plenty of employees have already left Leyou, including those at its offices in Beijing and Shanghai, according to the people with knowledge of the matter. They indicated that there was a team of about 200 employees who worked on the Civilisation Online strategy game across multiple cities. That project and the team involved in its development are all gone, the people said, without elaborating.

Alex Xu, who was chief executive at Leyou from June 2017, left the company in April this year. Michael Kiessling, who was creative director at Leyou from May 2019, left the company in July last year.

It was largely quiet inside Leyou's offices at Lippo Centre in Admiralty, where three LOTR books by renowned English author JRR Tolkien were displayed near the reception, when this reporter visited last Friday.

Meanwhile, Tencent has continued to grow organically, as well as through mergers and acquisitions, in the video gaming industry.

Tencent has been investing in video gaming companies at a record pace this year, bolstering an expansive portfolio as it seeks to ward off competition, including the likes of ByteDance. Tencent invested in a record 62 gaming companies by the end of June, according to market research firm Niko Partners. That averages out to a new deal every three days.

The Hong Kong-listed tech juggernaut already owns stakes in US-based developers Riot Games, Epic Games and Activision Blizzard, as well as South Korean firm Krafton and Japanese company Marvelous. It spent US$8.6 billion to take over Finnish mobile game developer Supercell in 2016.

About a third of Tencent's total revenue in the second quarter came from video gaming, a business that recorded 43 billion yuan (US$6.6 billion) in sales.

The company had a 43 per cent share of China's video gaming market – the industry's largest – in 2020, according to Niko Partners.

For Leyou, which was formerly listed in Hong Kong as poultry supplier Sumpo Food Holdings, a return to obscurity looms amid its cancelled projects and the exodus of employees.

While Leyou invested more than US$120 million to acquire Warframe developer Digital Extremes, the game has become less profitable for the company since last year.

The company's former owner, mainland tycoon Yu Guoxiang, had run afoul of the law in mainland China. In 2007, a court in eastern Anhui province sentenced Yu to two years in prison for bribing a former Shanghai government official, according to mainland court records. Yu, also known as Charles Yuk Kwok-cheung, could not be reached for comment.

One former Leyou employee, who declined to be named, said the company was well-positioned to do well, based on its IP and its various projects, but it has now become nothing more than "a satellite studio" for Tencent.

Document SCMCOM0020210822eh8m000b7

THE WALL STREET JOURNAL.
U.S. EDITION

Tencent Targets Curbs for Minors --- Tech giant to work with China regulators on limiting gaming time and spending

By Keith Zhai
582 words
19 August 2021
The Wall Street Journal
J
B1
English

Tencent Holdings Ltd. pledged to work with Chinese regulators and industry counterparts to manage how minors use online games and said its April-to-June electronic-game revenue rose at its slowest pace since 2019 amid China's intensifying scrutiny of the tech sector.

Tencent President Martin Lau said that regulators are focused on limiting the amount of time and money that minors devote to online games across all platforms and that the company has been proactively addressing the issue. Tencent, a dominant player in China's mobile game market, stands to benefit from such potential rules because consumers are likely to flock to its games with the limited amount of time they have. "If we can actually find a way to regulate the total amount of time that is spent across different games, that would address the problem," Mr. Lau said in a conference call Wednesday.

China's largest tech corporations have faced months of tightening government regulations that have ignited a trillion-dollar selloff in Chinese equities and curtailed other sectors including online education, ride hailing and e-commerce. Earlier this month, Tencent's major rival, Alibaba Group Holding Ltd., reported quarterly revenue that missed estimates for the first time in more than two years. State media this month criticized online games as "opium for the mind," triggering a selloff in Tencent shares amid concerns that the company's popular games could be swept up into a broader regulatory crackdown.

Tencent on Wednesday posted a net profit of 42.59 billion yuan, equivalent to $6.57 billion, for the three months ended June, while revenue grew 20% to 138.26 billion yuan owing to higher income from its advertising operations and digital-payment products. Its profit beat analyst estimates, but revenue fell short, according to FactSet.

The firm's top-line growth in the past quarter was dragged down by slowing electronic-game revenue, which rose12% from a year earlier, compared with a 40% jump during the same period last year.

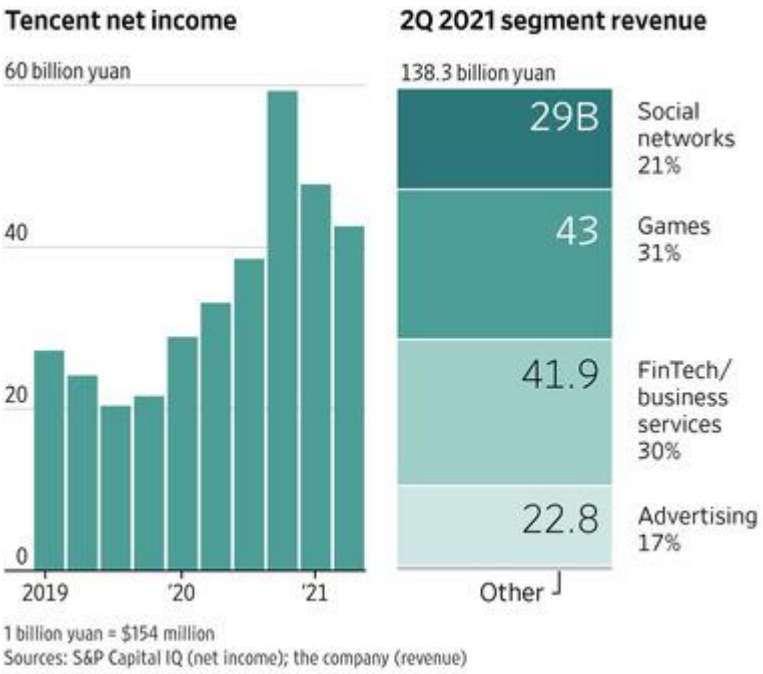
Tencent, like many other technology giants, including Alibaba and Facebook Inc., has booked strong profits since the coronavirus pandemic began, as homebound consumers turned to online products and services. But a string of regulatory actions has sent Tencent shares tumbling more than 40% over the past six months.

Regulators last month ordered Tencent Music Entertainment Group to relinquish its exclusive licensing deals with label companies and halted a Tencent-led merger of two game-streaming platforms, saying that combining the two companies would hurt competition.

As Beijing widens its scrutiny, Tencent has further limited game time and spending limits for China's youth, and it has cracked down on minors misusing adult accounts. The company said minors accounted for a small percentage of its online game revenue, with players under the age of 16 accounting for only 2.6% of its gross game receipts in China during the second quarter.

"The government wants to foster a long-term, sustainable development of the internet industry," said Mr. Lau. "We should expect, in the near future, more regulations should be coming."

The company is being "very cautious" in opening its services to other companies' platforms because of complicated questions, he said, such as different platforms charging different fees from merchants. Those issues need to be discussed and resolved over time, he added.



Document J000000020210819eh8j00013

South China Morning Post

Business

Tencent posts 29pc rise in second-quarter profit as fintech outshines gaming

Iris

440 words
19 August 2021
South China Morning Post
SCMP
1
English

Mainland social media and gaming giant Tencent Holdings posted a 29 per cent rise in second-quarter profit, helped by a strong performance in fintech, even as regulatory authorities tightened scrutiny of big technology companies.

The Shenzhen-based firm reported a profit of 42.6 billion yuan (HK$51.1 billion) in the quarter ended June, up from 33.1 billion yuan in the same period last year and beating estimates of 30.8 billion yuan.

Revenue hit 138.26 billion yuan, up 20 per cent compared with 114.9 billion yuan for the same quarter last year, higher than a consensus estimate of 138.2 billion yuan by 25 analysts, according to Bloomberg data.

"Tencent's main business segments are performing better than analysts' expectations, but the market has already lowered the expectation for Tencent for the quarter, factoring in regulatory uncertainty and pressure from competitors," said Shawn Yang, managing director of Blue Lotus Capital Advisors.

"The growth could continue to slow in the upcoming quarters, and we are hoping to see if Tencent will try something new to boost its performance."

With video game revenue growth slowing for the country's largest gaming company, cloud and fintech segments proved to be the stand-out revenue drivers for the quarter.

Fintech and business services increased to 41.9 billion yuan, up 40 per cent year on year. The strength of fintech services reflected increasing digital payment transactions.

Revenue from other business services also increased rapidly as a result of digitalisation of public services and traditional industries during the pandemic, as well as the consolidation of revenue from the car comparison website Bitauto, which a Tencent-led group acquired and took private last year.

Social and other advertising revenues jumped 28 per cent to 19.5 billion yuan, aided by increased adoption of mini programs as landing pages in the company's all-purpose app WeChat.

Growth was also helped by more video advertising in the app's Moments section, which is similar to Facebook's News Feed, and revenue growth in Tencent's mobile advertising network.

Video games revenue, traditionally a strong revenue driver for the company, rose 12 per cent to 43 billion yuan, with smartphone games accounting for 40.8 billion yuan, up 13 per cent over last year.

Weak growth in some business segments was partly the result of a more hostile environment for big technology firms on the mainland, where regulators have targeted certain business practices by rolling out new rules and hitting companies with fines.

Dengiris.deng@scmp.com

Document SCMP000020210818eh8j0000p

Apps

Honor of Kings Developer Tencent Rides Gaming, Advertising Uplift to Beat Quarterly Estimates

Reuters
443 words
18 August 2021
18:49
NDTV
NDTVIN
English

Tencent beat forecasts with a 29 percent jump in second-quarter profit, helped by an increase in revenue from popular games and growth in online advertising sales.

Robust demand for games such as Honor of Kings and PUBG Mobile offset a decrease in revenues from its battle royale title Peacekeeper Elite.

Net profit for the three months through June came in at CNY 42.6 billion (roughly Rs. 48,830 crores), above a Refinitiv consensus estimate of CNY 34.4 billion (roughly Rs. 39,430 crores). Profit was also boosted by an increase in the fair value assessment of some of the companies Tencent has invested in.

Revenue jumped 20 percent to CNY 138.3 billion (roughly Rs. 1,58,500 crores) with sales from mobile games up 13 percent.

The results follow a number of setbacks Tencent has experienced as a result of regulatory actions Chinese authorities have unleashed on the tech industry and other sectors.

Tencent has been barred from entering into exclusive music rights agreements and saw its $5.3-billion (roughly Rs. 39,360 crores) plan to merge DouYu and Huya blocked by China's market regulator last month.

Shares in the world's largest gaming firm by revenue also took a battering after a state media article described online games as "spiritual opium" and expressed concern about their impact on children.

As a result, Tencent temporarily lost its crown as Asia's most valuable company to chipmaker TSMC earlier this week and its shares are down some 8 percent since the August 3 article.

Tencent has since announced new measures to reduce the time and money children spend on games, starting with its most popular game, Honor of Kings. It said in Wednesday's earnings statement the moves went "beyond regulatory requirement."

It also emphasised that it was increasingly offering its technologies and expertise to companies and public services in an effort to contribute to the economy and society.

Some analysts have said that the market has overreacted to state media criticism of the gaming industry, noting that government calls to protect minors were not new and such players accounted for a small percentage of online gaming revenues.

Players aged under 16 accounted for only 2.6 percent of its gross game receipts in China during the second quarter, Tencent said.

 We discuss the return of PUBG Mobile, sorry, Battlegrounds Mobile India on Orbital, the Gadgets 360 podcast. Orbital is available on Apple Podcasts, Google Podcasts, Spotify, Amazon Music and wherever you get your podcasts.

Click here to view video

Document NDTVIN0020210819eh8i0000e

South China Morning Post

AsiaWorld

Tencent's fintech outshines gaming in revenue growth as company beats expectations amid regulatory uncertainty

Iris Deng
1,226 words
18 August 2021
scmp.com
SCMCOM
English

* The Hong Kong-listed company reported a profit of US$6.6 billion in the quarter ended June

* The results come amid a recent stock market rout triggered by Beijing's Big Tech crackdown, and Tencent warned of more regulations to come

Chinese social media and gaming giant Tencent Holdings posted a 29 per cent rise in second-quarter profit amid Beijing's tighter scrutiny of Big Tech that has slowed revenue growth in gaming while fintech and other business-focused segments raced ahead.

The Shenzhen-based company reported a profit of 42.6 billion yuan (US$6.6 billion) in the quarter ended June, up from the 33.1 billion yuan in the same period last year and beating estimates of 30.8 billion yuan, as the Hong Kong-listed tech giant braces for further regulatory scrutiny that has already hit some of its business segments.

Revenue reached 138.26 billion yuan, up 20 per cent compared with 114.9 billion yuan for the same quarter last year, higher than an earlier consensus estimate of 138.2 billion yuan by 25 analysts, according to Bloomberg data.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

"Tencent's main business segments are performing better than analysts' expectations, but the market has already lowered the expectation for Tencent for the quarter, factoring in regulatory uncertainty and pressure from competitors," said Shawn Yang, managing director of Blue Lotus Capital Advisors. "The growth could continue to slow in the upcoming quarters, and we are hoping to see if Tencent will try something new to boost its performance."

With video game revenue growth slowing for China's largest gaming company, cloud and fintech segments proved to be stand-out drivers of growth for the quarter. Fintech and business services revenue increased to 41.9 billion yuan, up 40 per cent year on year. The strength of fintech services reflected increasing digital payment transactions.

Other business services also increased rapidly as a result of digitalisation of public services and traditional industries during the pandemic, as well as the consolidation of revenue from the car comparison website Bitauto, which a Tencent-led group acquired and took private last year.

Social and other advertising revenues jumped 28 per cent to 19.5 billion yuan, aided by increased adoption of mini programs as landing pages in the company's all-purpose app WeChat. That growth was also helped by more video advertising in the app's Moments section, similar to Facebook's News Feed, and revenue growth in Tencent's mobile advertising network.

WeChat monthly active users reached 1.25 billion, up 3.8 per cent from the same quarter last year.

Tencent chief strategy officer James Mitchell said during the earnings call that the company is happy with its position in advertising, but warned that slow growth will extend into the third quarter because of recent regulatory changes, including the crackdown on private tutoring.

Click to view image.

Video games revenue, traditionally a strong revenue driver for the company, rose 12 per cent to 43 billion yuan, with smartphone games accounting for 40.8 billion yuan, up 13 per cent over last year. Growth has

slowed amid concerns that gaming might soon become another target of regulators, with a focus on video game addiction among minors.

Tencent president Martin Lau said the company is working with regulators to introduce additional time limits for minors that focus on categories instead of titles.

“If you look across the industry right now and where most of the people are, when they have concerns, they‘re concerned over minors spending too much time on games as a category,” he said. “So if we can actually find a way to regulate the total amount of time spent across different games, that would address the problem.”

Weaker growth in some business segments comes amid a more hostile environment for Big Tech in China, where regulators have targeted certain business practices in the sector by rolling out new rules and hitting companies with fines. As a result, tech companies have been rocked by a recent stock market rout.

Tencent’s shares have tumbled more than 40 per cent from a high of HK$767 in January, closing at HK$436.20 on Wednesday ahead of the earnings announcement, gaining just 0.28 per cent for the day.

Tencent has become a target in China’s antitrust efforts, with its merger of game streaming platforms Douyu and Huya blocked by the State Administration for Market Regulation (SAMR) in July.

The company was also ordered to end its exclusive music licencing deals with global record labels, and earlier this year it was fined for failing to disclose its merger and acquisition deals to the authorities.

Click to view image.

The government and state media’s conflicting attitudes towards gaming, Tencent’s biggest revenue generator, have also added to the uncertainty and concerns over further regulatory pressure on the tech sector.

The company’s gaming business and WeChat have also been targeted in public interest lawsuits over child protection.

Tencent has been eager to show that it is complying with regulations.

“Our attitude during this wave of regulation is that we want to embrace this new environment fully, and we want to establish ourselves as fully compliant,” Lau said.

In gaming specifically, Tencent said in its earnings statement that it has “sought to pioneer a healthy game playing environment in the game industry”.

“Notably, Tencent said that players under 16 accounted for just 2.6 per cent of China gross game receipts and those under 12 just 0.3 per cent, so fears that a crackdown on spending and playtime of these users will hurt revenue growth should be assuaged,” said Matthew Kanterman, a senior analyst at Bloomberg Intelligence.

The company also touted other social benefits of its products. Tencent Docs, the company said, “played a valuable role assisting people providing and seeking help” during the recent Henan floods.

Tencent is among an ever-widening group of Chinese tech companies to come under scrutiny this year.

In March, the SAMR slapped a record 18.2 billion yuan fine on e-commerce giant Alibaba Group Holding, owner of the South China Morning Post, for monopolistic behaviour, and the regulator opened an investigation into Tencent-backed food delivery service Meituan.

Last month, China’s cyberspace administration initiated a probe into Didi Chuxing on data security and national security grounds after the ride-hailing giant was said to have “forced its way” to a US listing.

Tencent’s regulatory troubles are likely not over, either. Lau warned investors to expect more regulation as Beijing focuses on compliance, social responsibility and “fair and proper behaviour”. He downplayed concerns about the extent of Beijing’s crackdown, however, noting increasing global scrutiny of internet companies.

“Regulation of the internet is a global trend, and it‘s not just limited to China,” Lau said. “It’s actually happening in the US, in Europe, but China is really a bit ahead in terms of the execution of the more structural regulation framework.”

Document SCMCOM0020210818eh8i000mc

South China Morning Post

AsiaWorld

Tencent's fintech outshines gaming in revenue growth as company beats expectations amid regulatory uncertainty

Iris Deng
940 words
18 August 2021
scmp.com
SCMCOM
English

* The Hong Kong-listed company reported a profit of US$6.6 billion in the quarter ended June

* The results come amid a recent stock market rout for the country's tech sector, triggered by new rules and fines targeting the business practices of Big Tech

Chinese social media and gaming giant Tencent Holdings posted a 29 per cent rise in second-quarter profit amid Beijing's tighter scrutiny of Big Tech.

The Shenzhen-based company reported a profit of 42.6 billion yuan (US$6.6 billion) in the quarter ended June, up from the 33.1 billion yuan in the same period last year and beating estimates of 30.8 billion yuan, as the Hong Kong-listed tech giant braces for further regulatory scrutiny that has already hit some of its business segments.

Revenue reached 138.26 billion yuan, up 20 per cent compared with 114.9 billion yuan for the same quarter last year, higher than an earlier consensus estimate of 138.2 billion yuan by 25 analysts, according to Bloomberg data.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

"Tencent's main business segments are performing better than analysts' expectations, but the market has already lowered the expectation for Tencent for the quarter, factoring in regulatory uncertainty and pressure from competitors," said Shawn Yang, managing director of Blue Lotus Capital Advisors. "The growth could continue to slow in the upcoming quarters, and we are hoping to see if Tencent will try something new to boost its performance."

With video game revenue growth slowing for China's largest gaming company, cloud and fintech segments proved to be stand-out revenue drivers for the quarter. Fintech and business services increased to 41.9 billion yuan, up 40 per cent year on year. The strength of fintech services reflected increasing digital payment transactions.

Other business services also increased rapidly as a result of digitalisation of public services and traditional industries during the pandemic, as well as the consolidation of revenue from the car comparison website Bitauto, which a Tencent-led group acquired and took private last year.

Social and other advertising revenues jumped 28 per cent to 19.5 billion yuan, aided by increased adoption of mini programs as landing pages in the company's all-purpose app WeChat. That growth was also helped by more video advertising in the app's Moments section, similar to Facebook's News Feed, and revenue growth in Tencent's mobile advertising network.

WeChat monthly active users reached 1.25 billion, up 3.8 per cent from the same quarter last year.

Video games revenue, traditionally a strong revenue driver for the company, rose 12 per cent to 43 billion yuan, with smartphone games accounting for 40.8 billion yuan, up 13 per cent over last year.

Weak growth in some business segments was partly the result of a more hostile environment for Big Tech in China, where regulators have targeted certain business practices in the sector by rolling out new rules and hitting companies with fines. As a result, tech companies have been rocked by a recent stock market rout.

Tencent's shares have tumbled more than 40 per cent from a high of HK$767 in January, closing at HK$436.20 on Wednesday ahead of the earnings announcement, gaining just 0.28 per cent for the day.

Tencent has become a target in China's antitrust efforts, with its merger of game streaming platforms Douyu and Huya blocked by the State Administration for Market Regulation (SAMR) in July.

The company was also ordered to end its exclusive music licencing deals with global record labels, and earlier this year it was fined for failing to disclose its merger and acquisition deals to the authorities.

The government and state media's conflicting attitudes towards gaming, Tencent's biggest revenue generator, have also added to the uncertainty and concerns over further regulatory pressure on the tech sector.

The company's gaming business and WeChat have also been targeted in public interest lawsuits over child protection.

Tencent has been eager to show that it is complying with regulations and taking protection of minors seriously, saying in its earnings statement that it has "sought to pioneer a healthy game playing environment in the game industry."

"Notably, Tencent said that players under 16 accounted for just 2.6 per cent of China gross game receipts and those under 12 just 0.3 per cent, so fears that a crackdown on spending and playtime of these users will hurt revenue growth should be assuaged," Bloomberg Intelligence's Kanterman said.

The company also touted other social benefits of its products. Tencent Docs, the company said, "played a valuable role assisting people providing and seeking help" during the recent Henan floods.

Tencent is among an ever-widening group of Chinese tech companies to come under scrutiny this year.

In March, the SAMR slapped a record 18.2 billion yuan fine on e-commerce giant Alibaba Group Holding for monopolistic behaviour, and the regulator opened an investigation into Tencent-backed food delivery service Meituan.

Last month, China's cyberspace administration initiated a probe into Didi Chuxing on data security and national security grounds after the ride-hailing giant was said to have "forced its way" to a US listing.

Alibaba is the parent company of the South China Morning Post.

Document SCMCOM0020210818eh8i000ji

South China Morning Post

AsiaWorld

Tencent posts 29 per cent profit growth despite regulatory uncertainty over gaming, antitrust

Iris Deng

513 words
18 August 2021
scmp.com
SCMCOM
English

* The Hong Kong-listed company reported a profit of US$6.6 billion in the quarter ended June

* The results come amid a recent stock market rout for the country's tech sector, triggered by new rules and fines targeting the business practices of Big Tech

Chinese social media and gaming giant Tencent Holdings posted a 29 per cent rise in second-quarter profit amid Beijing's tighter scrutiny of Big Tech.

The Shenzhen-based company reported a profit of 42.6 billion yuan (US$6.6 billion) in the quarter ended June, up from the 33.1 billion yuan in the same period last year and beating estimates of 30.8 billion yuan, as the Hong Kong-listed tech giant braces for tighter scrutiny from Chinese regulators.

Revenue reached 138.26 billion yuan, up 20 per cent compared with 114.9 billion yuan for the same quarter last year, higher than an earlier consensus estimate of 138.2 billion yuan by 25 analysts, according to Bloomberg data.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

The results came amid a recent stock market rout for the country's tech sector, triggered by new rules and fines targeting the business practices of Big Tech.

Tencent's shares have tumbled more than 40 per cent from a high of HK$767 in January, closing at HK$436.20 on Wednesday ahead of the earnings announcement, gaining just 0.28 per cent for the day.

Tencent has become a target in China's antitrust efforts, with its merger of game streaming platforms Douyu and Huya blocked by the State Administration for Market Regulation (SAMR) in July.

The company was also ordered to end its exclusive music licencing deals with global record labels, and earlier this year it was fined for failing to disclose its merger and acquisition deals to the authorities.

The government and state media's conflicting attitudes towards gaming, Tencent's biggest revenue generator, have also added to the uncertainty and concerns over further regulatory pressure on the tech sector.

Apart from the regulatory attention, the company's gaming business and its flagship all-purpose app WeChat have been targeted in public interest lawsuits over child protection.

Tencent is among an ever-widening group of Chinese tech companies to come under scrutiny this year.

In March, the SAMR slapped a record 18.2 billion yuan fine on e-commerce giant Alibaba Group Holding for monopolistic behaviour, and the regulator opened an investigation into Tencent-backed food delivery service Meituan.

Last month, China's cyberspace administration initiated a probe into Didi Chuxing on data security and national security grounds after the ride-hailing giant was said to have "forced its way" to a US listing.

Alibaba is the parent company of the South China Morning Post.

Document SCMCOM0020210818eh8i000gs

Business
Douyu's Shares Tumble After Tencent-Backed Gaming Site's Net Loss Widens 78%

Zhang Yushuo
358 words
17 August 2021
Yicai Global
YICAIG
English

(Yicai Global) Aug. 17 -- Shares of Douyu International Holdings sank after the Chinese video game streaming giant's net loss widened 78 percent in the second quarter from the first quarter.

The stock [NASDAQ:DOYU] ended 11 percent lower in New York yesterday at USD3.07. Wuhan-based Douyu has lost as much as 82 percent of its value over the last six months.

Douyu's net loss was CNY181.7 million (USD28 million) in the three months ended June 30, the Tencent Holdings-backed company said in an earnings report published yesterday. It had a first-quarter deficit of CNY101.8 million. Second-quarter revenue fell 6.8 percent to CNY2.34 billion (USD362 million) from CNY2.51 billion a year earlier.

Revenue from its live streaming business dipped 6 percent from a year earlier, mostly due a drop in user time as China recovered from the pandemic. Sales and marketing expenses more than doubled to CNY295 million, while revenue from advertising fell 15.7 percent from the same period last year. Investments in research and development rose almost 30 percent to 123 million.

Mobile monthly active users rose 3.9 percent to 60.7 million.

Internet titan Tencent's plan to merge Douyu and Huya, another game live-streaming platform it backs, came unstuck on July 12 when China's State Administration for Market Regulation blocked the deal on the grounds that it would give Tencent too much sway over the sector. It was the first instance of its kind and a clear signal that regulators were stepping up a campaign against monopolistic corporate behavior.

"We believe that the anti-trust regulations are in line with the government's goal of promoting positive and fair competition in the internet industry," Mao Mao, Douyu's investor relations manager, said on an earnings call. "So we fully respect this regulatory decision."

Mao also said Douyu does not expect the SAMR's decision to have a material impact on its operational and financial performance.

Editor: Futura Costaglione

Click here to view image.

Document YICAIG0020210817eh8h00035

上海日报
ShanghaiDaily.com

Business
Tencent to limit minors' gaming amid 'spiritual opium' outcry

438 words
4 August 2021
Shanghai Daily
SHND
English

China's biggest gaming company, Tencent Holdings, said yesterday it will limit gaming time for minors and ban children under age 12 from making in-game purchases after a state media article called games "spiritual opium."

Tencent's pledge to curb gaming for minors came hours after the company's stock plunged as much as 11 percent following a critique published by the Economic Information Daily, a newspaper affiliated with the official Xinhua news agency.

According to a survey by the publication of nearly 2,000 high school students in Luzhou, Sichuan Province, 54 percent of them spend one to two hours daily on games, and Tencent's Honor of Kings is the most popular.

The report cited social science academics as saying that indulging in gaming would have adverse psychological effects on minors and named Tencent and NetEase as the two biggest companies with a dominant market share.

The prevalence of smartphones and the convenience of mobile Internet access has made it harder to limit minors from playing games.

"'Spiritual opium' has grown into an industry worth hundreds of billions," the newspaper said, adding that no industry should be allowed to develop in a manner that will "destroy a generation." The online article was removed an hour later.

In response, Tencent said in a statement yesterday that it will limit gaming time for minors to one hour a day, and two hours a day during holidays. Children under age 12 will also be prohibited from making purchases within the game, the company said.

Under Chinese law, users under age 18 can play online games for a maximum of 1 1/2 hours a day, and three hours during holidays.

Tencent also called for the industry to control gaming time for minors and discuss the possibility of banning those younger than 12 from playing games.

The critique of the gaming industry sparked a selloff of stocks in Chinese gaming firms, including NetEase.

Tencent fell 6.11 percent and NetEase sank 7.77 percent against a dip of 0.16 percent in the Hang Seng Index yesterday.

According to the Game Publishing Committee of the China Audio-Video and Digital Publishing Association, the gaming market grew 7.89 percent to 150.5 billion yuan (US$23.26 billion) in the first half this year, with a user base of 667 million.

Mobile data consultancy Questmobile estimates the smartphone games user base to have reached 548 million by June, with average time spent per month over 20 hours. Over 13 percent of paying gamers were aged under 18, it added.

Document SHND000020210812eh840004m

Tencent limits gaming for kids after official media critique

By ZEN SOO
Associated Press
542 words
4 August 2021
07:40
Associated Press Newswires
APRS
English

HONG KONG (AP) — China's biggest gaming company, Tencent Holdings, said Tuesday it will limit gaming time for minors and ban children under age 12 from making in-game purchases after a state media article called games "spiritual opium."

Tencent's pledge to curb gaming for minors came hours after the company's stock plunged as much as 11% following a critique published by the Economic Information Daily, a newspaper affiliated with China's official Xinhua News Agency.

The newspaper article named Tencent's wildly popular Honor of Kings game as one that minors were addicted to, and cited a student as saying that some played the game for eight hours a day. The online article was removed hours later.

"'Spiritual opium' has grown into an industry worth hundreds of billions," the newspaper said, adding that no industry should be allowed to develop in a manner that will "destroy a generation."

On Tuesday, Tencent said in a statement it will limit gaming time for minors to one hour a day, and two hours a day during holidays. Children under age 12 will also be prohibited from making purchases within the game, the company said.

Under Chinese law, users under age 18 can play online games for a maximum of one and a half hours a day, and three hours during holidays.

Tencent also called for the industry to control gaming time for minors and discuss the possibility of banning those younger than 12 from playing games.

It was not clear if Tencent issued the curbs in light of the article. The company did not immediately comment.

The critique of the gaming industry sparked a selloff of stocks in Chinese gaming companies including NetEase amid fears that the gaming industry could be the next to experience a clampdown.

Chinese authorities in recent months have targeted e-commerce and online education, implementing new regulations to curb anti-competitive behavior after years of rapid growth in the technology sector.

Last month, authorities banned companies that provide tutoring in core school subjects from turning a profit, wiping out billions in market value from online education companies such as TAL Education and Gaotu Techedu.

"Obviously there's great concern over policy uncertainty because this is not just about online education, there was also talk about data security and now, about mobile games," said Kenny Wen, wealth management strategist at Everbright Sun Hung Kai.

"So the future will be highly uncertain, it is difficult to give a fair valuation on these stocks and investors will take a wait-and-see approach and be relatively prudent in this sector as we don't know what will happen next."

Tencent's stock price closed down 6.11% at 446 Hong Kong dollars on Tuesday.

Visitors gather at a display booth for Chinese technology firm Tencent at the China International Fair for Trade in Services (CIFTIS) in Beijing on Sept. 5, 2020. China's biggest gaming company Tencent Holdings said Tuesday, Aug. 3, 2021, that it would limit gaming time for minors and ban children under 12 from making in-game purchases after a state media article called games "spiritual opium" on Monday. (AP Photo/Mark Schiefelbein)

Document APRS000020210803eh8300cqe

THE WALL STREET JOURNAL.

Markets Main
Markets

Tencent Sinks After China Denounces Online Gaming; Article in state media is later toned down; Tencent pledges new limits on young gamers

By Chong Koh Ping
843 words
4 August 2021
05:58
The Wall Street Journal Online
WSJO
English

Corrections & Amplifications

The National Press and Publication Administration approves videogames in China. An earlier version of this article incorrectly referred to a predecessor organization, the State Administration of Press, Publication, Radio, Film and Television. (Corrected on Aug. 3)

Shares of Tencent Holdings Ltd. and rivals fell Tuesday after a state-owned Chinese newspaper criticized online gaming as "opium for the mind," fueling investor concerns that the companies' popular games could be swept up into a broader regulatory crackdown.

Within hours the article was no longer accessible on the paper's website, before later reappearing with some of its harsher language removed. Meanwhile, Tencent said it would introduce stricter curbs on younger users.

Tencent's shares, which had dropped more than 10% earlier in the session, pared some losses after the article disappeared to close 6.1% lower in Hong Kong at 446 Hong Kong dollars a share, matching the more than one-year low it hit last week.

Peers NetEase Inc. and Bilibili Inc. closed 7.8% and 3.4% lower. In U.S. trading, American depositary receipts in the two companies fell 11% and 7.1%, respectively. Hong Kong's Hang Seng Tech Index retreated 1.5%..

The state-owned Economic Information Daily published a feature on Tuesday, saying excessive gaming could have ill effects on children and highlighting experts' calls for tighter regulation.

"Society has come to recognize the harm caused by online gaming and it is often referred to as 'opium for the mind' or 'electronic drugs,'" the original article said. This line didn't appear in the updated version. In both versions of the article, the newspaper said gaming addiction was on the rise, affecting children's studies and causing alienation.

The article cited interviewees as saying gaming platforms should be more socially responsible, rather than purely chasing profits. Regulatory penalties should be heavier, and companies should protect children by improving anti-addiction safeguards and content-review systems, experts cited by the paper suggested.

Tencent said Tuesday it would introduce new rules, starting with its flagship "Honor of Kings" game, that will enforce tougher limits on playing time than required by the authorities. Young gamers will be limited to playing for an hour on weekdays and two hours on weekends and holidays, and children under 12 can't make in-game purchases, it said.

In recent months, China has intensified scrutiny of big technology companies over issues such as data security, monopolistic behavior and financial stability, sparking a steep selloff in the shares of companies like Tencent and Alibaba Group Holding Ltd. Drastic steps to curtail the after-school tutoring sector have also unnerved investors.

One motivation for Beijing is to address social concerns, such as relieving the extreme pressures placed on children by the country's highly competitive education system.

Chinese authorities have previously raised concerns about the gaming habits of young people.

In 2018, China stopped issuing videogame licenses for a period, costing Tencent more than $1 billion in lost sales and leading to a prolonged slump in its share price.

Since then, Tencent has worked closely with the authorities that approve games in China, a role now filled by the National Press and Publication Administration. Earlier this month, Tencent launched a facial-recognition system to limit late-night gaming by children.

The call for children to spend less time playing games online isn't new, said Tam Tsz Wang, an analyst at DBS Bank. "But the market is linking it to the recent incidents, especially after what has happened to the education sector," he added.

Investors had typically viewed social concerns as posing less risk than competition or national-security issues, he said. But the tutoring clampdown shows that China now places a much higher priority than before on social issues, Mr. Tam added. Still, he said the aim was to protect minors, rather than killing an industry that is increasingly successful internationally.

Tencent is an industry powerhouse and "Honor of Kings" was the world's top-grossing mobile game in both 2019 and 2020. For last year, the company reported the equivalent of $22.7 billion in revenue from smartphone games, and $6.9 billion from PC games, out of total revenue of $74.6 billion.

Tencent's gaming revenue rose 17% in the first quarter of this year, helped by "Honor of Kings" and newer games such as "Moonlight Blade Mobile."

Last week, a senior Communist Party official told an industry expo in Shanghai that preventing young people from becoming addicted to videogames was a priority for authorities. "We will keep a close eye on it," said Yang Fang, the deputy director of the publication bureau of the party's central propaganda department.

Ms. Yang said authorities had already taken action this year against games with violent, pornographic or otherwise undesirable content, and an industrywide initiative was under way to combat gaming addiction. In its statement Tuesday, Tencent said the new limits on playing time were part of the broader initiative.

Keith Zhai contributed to this article.

Write to Chong Koh Ping at chong.kohping@wsj.com

Tencent Sinks After China Denounces Online Gaming

Document WSJO000020210803eh83000b5

theguardian

Business

Tencent curbs on gaming time will shock markets but please many parents

Alex Hern
1,164 words
4 August 2021
11:06
The Guardian
GRDN
3
English

China's regulators are on the march again but moves to restrict children's access may be welcomed by manyChina's Tencent tightens games controls for children

China's regulators are on the march again, pushing one of the country's most valuable technology companies, Tencent, into announcing fresh curbs designed to limit the time children spend playing its computer games. The announcement may have led to a collapse in Tencent's shares, but the measures will be eyed with mild jealousy by many western parents.

Minors playing the company's hit title Honor of Kings will now only be allowed to play for a single hour each day, and two hours on holidays. It will also block children under 12 from spending money in-game.

Such restrictions are nothing new. Honor of Kings already limited the time young players could spend in-game, though with slightly more generous limits. In 2018, it even began trialling a new technology it called the "midnight-patrol": using facial recognition to identify young players trying to log-on to their accounts between 10 at night and 8am. Last month, the company rolled that technology out across 60 of its games.

In an effort to stay ahead of the censors, Tencent has proposed going even further, suggesting the state should issue a complete ban on gaming for those under 12s, and announcing plans to work with its competition to tackle gaming addiction.

The company's roots lie in WeChat, a Chinese social media and messaging app that combines elements of Facebook, Twitter, WhatsApp and PayPal into an all-in-one experience that is the backbone of digital life for most of the country. It has invested the windfall from that success in gaming properties, both domestic and international.

The company owns 40% of Fortnite maker Epic Games, 81.4% of Clash of Clans company Supercell, and 5% of gaming giant Activision Blizzard, behind both World of Warcraft and Call of Duty. It also owns ouright Riot Games, maker of League of Legends, and its most popular domestic title, Honor of Kings, is a thinly veiled clone of Riot's own game – albeit one with 100 million daily players.

The investments provide more than just steady cashflow: Tencent typically has first refusal on adapting the titles for the Chinese market. It's a mutually beneficial relationship, since western developers are effectively locked out of China's enormous player base unless they partner with a Chinese company, or are prepared to only access the much smaller number of Chinese gamers with access to imported consoles or VPN connections.

China's government has shown no sign of demanding Tencent implement similar restrictions to its overseas properties, which already feature content unlikely to pass muster domestically.

Beyond criticism of the addictive nature of the company's games, Tencent also faces problems that are standard for many of the nation's creative industries. State censorship, for instance, is focused on not only politically inflammatory material, but frequently also acts against violent or sexual content.

Since the censors rarely make exceptions for the intended age of the audience, instead preferring an approach that forces all media to be family-friendly, that has made it hard for western games to be adapted for the domestic market, and hard for Chinese developers to successfully export their creations.

But the focus on family-friendly gaming has also led to the Chinese state being held up as an unusually forward-thinking nation by some. Tencent's launch of the "midnight patrol" system comes as British age verification providers are themselves gearing up to offer facial analysis-based online age checks. The

systems would scan a user's face to determine their age as part of the sign-up process for a social media, gaming or pornographic sites, developers such as Yoti suggest, which could be required to abide by the terms of the forthcoming Age Appropriate Design Code.

Similarly, the idea of a time-limit on gaming is nothing new, and many services, from Apple's iPhone to Nintendo's Switch, contain built-in parental controls which allow parents and carers to limit children's gaming. However, in a nation where children's understanding of technology frequently outstrips that of their parents, the ability to know that such controls would be set centrally – and to have a cast-iron rebuttal to pester-power demands for one more round – could be appealing to some.

Tencent's top five

1

Honor of Kings (2015, £3.24bn) Tencent's most profitable game, Honor of Kings, is a Moba, or "multiplayer online battle arena". Players join in teams of five, each picking a unique hero to play as, with an array of special powers. Honor of Kings is one of the first major entries in the genre built from the ground up for the Chinese market, and it is huge, with 100m players each day.

2

League of Legends (2009, £1.47bn) Tencent's most successful acquisition, League of Legends is produced by the American developer Riot Games. First launched in 2009, League was one of the initial mobas, and it has grown since to become one of the world's largest games and most popular e-sports. It is also extremely similar to Honor of Kings, a fact that caused tensions within the company. The hostility ultimately sank attempts to launch a westernised version of Honor of Kings, called Arena of Valor.

3

Dungeon Fighter Online (2005, £1.12bn) Developed by another acquisition – South Korea's Nexon – Dungeon Fighter Online is a 2D side-scrolling beat-'em-up game that involves players taking on hordes of monsters with rapid attacks. It lets players power up their characters the more they play, making it a compulsive experience for fans. An early western launch flopped and was shut down in 2013, but a second attempt starting the year after has recorded moderate success.

4

CrossFire (2008, £0.98bn) What Honor of Kings is to League of Legends, CrossFire is to Call of Duty. A first-person shooter that involves players joining two-sided battles in teams of 8, it is unusual in Tencent's stable in that it is being developed by an independent company, South Korea's Smilegate. A western-focused adaptation, from the critically acclaimed Finnish studio Remedy Entertainment, is set to be launched later this year.

5

Playerunknown's Battlegrounds (2017, £0.84bn

) Fortnite may have turned the "Battle Royale" style of game – in which a hundred players battle it out in huge arenas to become the last one standing – into a phenomenon, but Playerunknown's Battlegrounds was the first, and still the most popular across much of the world. Pubg, as it's known, didn't invent the genre, but it was so influential in popularising it that as Fortnite took off, the company launched a lawsuit against Epic Games for breach of copyright.

Document GRDN000020210804eh84000p4

THE CANADIAN PRESS

Tencent limits gaming for kids after official media critique

Zen Soo
The Associated Press
125 words
4 August 2021
07:32
The Canadian Press - Broadcast wire
BNW
English

HONG KONG — China’s biggest gaming company, Tencent Holdings, will limit gaming time for minors and ban children younger than 12 from making in-game purchases after a state media article called games “spiritual opium." Tencent’s pledge to curb gaming for minors came hours after the company’s stock plunged following a critique published by the Economic Information Daily newspaper. Tencent also called for the industry to control gaming time for minors and to discuss banning gamers younger than 12. Chinese authorities have been implementing new regulations in other technology sectors, and the state media critique was seen as signaling the gaming industry could be next to face a clampdown.

Document BNW0000020210803eh83006bt

CE Noticias Financieras English
China pressures Tencent by setting its sights on the online gaming industry

521 words
3 August 2021
CE NoticiasFinancieras
NFINCE
English

The domino effect of Chinese regulatory pressure continues to accelerate a stock market debacle that experts estimate has not yet bottomed out. After the review of the for-profit education sector last week caused a nearly 70% plunge for related stocks in just two days, something that in turn infected the Asian giant's tech indexes, authorities are now focusing their attention on what they consider "the opium of the mind."

At least that's how the state-run Economic Information Daily referred to the gaming industry in a critical article that fueled investors' concern about the possibility that popular online games from giants like Tencent could be caught in the fist of the country's regulators. In fact, Tencent warned that it would introduce stricter controls for younger users.

Despite the fact that after a few hours, the article ceased to be available on the newspaper's website and was later published again after a review that removed its harshest language, the shares of companies related to this sector that are listed in Hong Kong suffered a hecatombe in their quotes.

Thus, at tuesday's market close in Hong Kong, Tencent shares sank 6.11% while Netease and Bilibili fell 7.77% and 3.44%, respectively. The Hang Seng technology index fell 1.47% to 6,696.66 points.

These sales seem like an obvious reaction, given the blow to U.S.-listed Chinese stocks in recent weeks, as China has cracked down on companies like Didi Global (DIDI) and forced for-profit education companies such as Tal Education Group (TAL) and New Oriental Education & Technology Group (EDU). , to become non-profit organizations.

Unprecedented pressures"China has always been a policy-driven market. Beijing regulates capital to prioritize policy-advantaged sectors and penalize those that harm national objectives," explains Rory Green, strategist at TSLombard. As he justifies, at the macro level, this led to the boom and subsequent fall of the market between 2015 and 2016. At that time the sectors affected were luxury goods and alcoholic beverage companies as well as housing. "The difference now is the unprecedented speed and scope of regulatory repression," he warns.

The question currently running through the minds of many investors is whether the sales of the last week, which has erased nearly a trillion dollars in capitalization, represents an attractive buying opportunity. BCA Research estimates that pressure from regulators will continue to weigh on Chinese stocks over a six to twelve month horizon.

In this regard, they stress that these events are part of Beijing's 14th Five-Year Plan, with which political leaders want China to become a "great modern socialist nation". Beijing is trying to ease the financial burdens on middle-income households by reducing consumer-oriented technology companies, the private education sector and medical services. Easing the financial burdens on Chinese households also supports China's demographic ambitions to increase the birth rate.

The long-term nature of these objectives means that regulatory risks remain high and increases the likelihood that repression will continue.

Document NFINCE0020210803eh83007jn

UPDATE 2-China's Tencent woes hit European and U.S. gaming stocks

400 words
3 August 2021
20:21
Reuters News
LBA
English

(Updates rates, chart and lead, adds comment, changes headline)

By Joice Alves

LONDON, Aug 3 (Reuters) - Shares in U.S. and European-listed gaming companies fell on Tuesday after a steep selloff in China's social media and video games group Tencent driven by fears the sector could be next in regulators' crosshairs.

Shares in Amsterdam-listed tech investment company Prosus , which holds a 29% stake in Tencent, fell as much as 7%, while European online video gaming stocks Ubisoft, Embracer Group and Frontier Developments fell around 4%. Tencent owns 9% of Frontier.

On Wall Street, video game stocks Activision Blizzard , Electronic Arts, Take-Two Interactive Software and Zynga fell between 3% and 9%.

The slide in European and U.S. gaming stocks followed a tumble in Tencent, down more than 10% at one point in Hong Kong in a decline that wiped off almost $60 billion from its market capitalisation, after a Chinese state media outlet branded online video games "spiritual opium".

The article by an outlet affiliated with China's biggest state-run news agency Xinhua cited Tencent's "Honor of Kings", saying minors were addicted to online games. It called for more curbs on the industry.

Analysts at Citi said the news was not expected to have a major operational impact on gaming companies outside China, though the reaction showed how jittery the market was on the topic of China tech regulation.

Grace Peters, EMEA head of investment strategy at J.P. Morgan Private Bank, said: "It's that reminder of regulatory risks in a market that's at all-time highs where some people are looking to lock in profits. Hence we are seeing a small amount of contagion."

Investor fears about greater state intervention in China are running high after Beijing's recent targeting of the property, education and technology sectors.

Equita analyst Gianmarco Bonacina downgraded Prosus to "hold" from "buy", saying he saw Tencent facing increased regulatory risks. "We believe that the risk of restrictive regulation also on gaming is now more concrete", he said.

At one point on Tuesday, Tencent was briefly de-throned as Asia's most-valuable company by chipmaker Taiwan Semiconductor Manufacturing Co Ltd.

(Reporting by Joice Alves, Danilo Masoni and Sujata Rao Editing by Jane Merriman and David Holmes)

Released: 2021-8-3T15:51:49.000Z

Document LBA0000020210803eh8302s8f

PMN Business

European, U.S. gaming stocks hit as China's Tencent slides

398 words
3 August 2021
Postmedia Breaking News
CWNS
English

LONDON - Shares in Europe-listed gaming companies fell on Tuesday and U.S. names were tipped to open lower after a steep selloff in China's social media and video games group Tencent on fears the sector would be next in regulators' crosshairs.

Tencent's shares tumbled more than 10% at one point in Hong Kong, wiping off almost $60 billion from its market capitalisation, after a Chinese state media outlet branded online video games "spiritual opium."

The article by an outlet affiliated with China's biggest state-run news agency Xinhua cited Tencent's "Honor of Kings," saying minors were addicted to online games. It called for more curbs on the industry.

This was not expected to have major direct impact on gaming companies outside China but their shares were dented nevertheless, as Beijing's regulatory crackdown rekindled worries over risks facing the industry.

"It's that reminder of regulatory risks in a market that's at all-time highs where some people are looking to lock in profits. Hence we are seeing a small amount of contagion," said Grace Peters, EMEA Head of Investment Strategy at J.P. Morgan Private Bank.

Investor fears about greater state intervention in China are running high after Beijing's recent targeting of the property, education and technology sectors.

Peters said regulation is "a sensitive topic around the world," especially in certain sectors.

Shares in Amsterdam-listed tech investment company Prosus , which holds a 29% stake in Tencent, fell more than 6%, while European online video gaming stocks Ubisoft and Embracer Group fell 2.5% and 4.7% respectively.

On Wall Street, shares in video game stocks Activision Blizzard, Electronic Arts, Take-Two Interactive Software and Zynga fell between 1% and 4% in U.S. premarket trade.

Equita analyst Gianmarco Bonacina downgraded Prosus to "hold" from "buy," saying he saw Tencent hit by increasing regulatory risks on gaming, after those introduced on fintech, e-commerce and educational technology.

"We believe that the risk of a restrictive regulation also on gaming is now more concrete," he said.

At one point on Tuesday, Tencent was briefly de-throned as Asia's most-valuable company by market capitalisation by chipmaker Taiwan Semiconductor Manufacturing Co Ltd.

(Reporting by Joice Alves, Danilo Masoni and Sujata Rao, editing by Louise Heavens and Jane Merriman)

Document CWNS000020210803eh83003y1

South China Morning Post

Business

Hong Kong stocks slip as attack on online gaming 'opium and drugs' slams Tencent, NetEase while market awaits Alibaba earnings

Zhang Shidong in Shanghai
739 words
3 August 2021
scmp.com
SCMCOM
English

* Tencent's market value has crashed by US$415 billion from its February peak, about the capitalisation of Louis Vuitton owner LVMH

* Mainland investors were net sellers of Hong Kong stocks for 12 consecutive days through midday Tuesday, Stock Connect shows

Hong Kong stocks declined after a publication run by the Xinhua News Agency slammed internet gaming addiction, heightening concerns that the industry could become the next target of Beijing's regulatory wrath. Losses narrowed after the daily pulled the article.

The Hang Seng Index dropped 0.2 per cent to 26,194.82, after losing as much as 1.8 per cent. Gaming operators Tencent Holdings and NetEase tumbled by at least 6 per cent, among the market's worst performers. Alibaba Group Holding erased losses before its quarterly earnings report. China's Shanghai Composite Index lost 0.5 per cent.

Traders scrambled to unwind their holdings of gaming stocks after the Economic Information Daily, a newspaper of state-run Xinhua, blasted addiction among children to online games, likening them to "spiritual opium" and "electronic drugs" and singled out Honour of Kings, Tencent's top-grossing and most popular games.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

The Hang Seng Index recouped some of the earlier setbacks after the daily retracted the article from its website and WeChat account on speculation it did not represent the official view of the government.

The controversy added to jitters around Beijing's regulatory storm, which provoked a US$1.2 trillion wipeout in market value in July. Beijing last month tackled the after-school tutoring industry after earlier trampling on technology firms. Policymakers have pointed to expensive property prices, tutoring fees and medical expenses as the major financial burdens on families.

"The uncertainty surrounding Chinese tech firms will remain high in the near term," said Aleksey Mironenko, managing director at The Capital Company. "Investors' anxiety on regulatory uncertainty will mean that the required risk premium on Chinese stocks is now higher. The authorities will have to clarify their true intentions to win back market confidence."

Tencent slumped 6.1 per cent to HK$446, erasing US$60 billion of market value. The firm's capitalisation has shrunk by US$415 billion from its February peak, an amount equivalent to the size of LVMH, the owner of the French luxury brand Louis Vuitton.

NetEase, a video game developer, crashed 12 per cent to HK$145.90. Meituan, which is under the government's antitrust probe, fell 2 per cent to HK$211.60.

Mainland Chinese traders dumped HK$3.7 billion (US$481 million) worth of Hong Kong-listed stocks for a 12-day net-selling streak by midday Tuesday, according to the Stock Connect southbound trading links compiled by Bloomberg. Last month, they sold HK$63.5 billion of stocks, the first monthly retreat since March.

"The regulatory clampdown is likely to go on for years, yet its intensity will fluctuate," BlackRock, the world's biggest money manager, said in a report. "China's leadership sees regulatory tightening in sectors such as tutoring and technology as necessary to rein in the industries that have been rapidly growing and lightly

regulated, which has led to concerns about control of data, inequality, and the rising costs of education, housing and health care.”

Elsewhere, Alibaba added 0.8 per cent to HK$193.50. The owner of this newspaper may offer investors a clue on how Beijing’s clampdown will erode corporate earnings. Net income for the quarter probably declined 4.4 per cent from a year earlier, according to the estimate of analysts surveyed by Bloomberg.

Standard Chartered rose 0.6 per cent to HK$47.75. The lender said that net income more than doubled in the second quarter, beating estimates. It also announced an interim dividend of 3 US cents a share and a share buy-back plan worth US$250 million.

Other major markets in Asia all headed south except Taiwan following an overnight pullback in US stocks, where declining Treasury yields added to concern that the economic recovery will lose traction.

Document SCMCOM0020210803eh83000b8

06:21 EDT Tencent limits gaming time for minors after published critique,...

142 words
3 August 2021
Theflyonthewall.com
FLYWAL
English

06:21 EDT Tencent limits gaming time for minors after published critique, Bloomberg reportTencent (TCEHY) joined rivals from NetEase (NTES) and Nexon (NEXOF) in a gaming selloff after an outlet run by Xinhua News Agency published a critique of the gaming industry, calling for stricter controls over time spent in-game for minors, Zheping Huang of Bloomberg reports. Tencent responded by pledging to limit play for minors to an hour during weekdays and two hours on vacations and holidays, while potentially banning the game altogether for children under 12 years old. This has stoked fears Beijing will soon focus its regulatory efforts on the gaming industry. China's arena is pivotal to the bottom line of giants from Tencent to Apple (AAPL) as well as Activision Blizzard (ATVI).

Reference Link

Document FLYWAL0020210803eh83006pp

Tencent woes in China pressure European gaming stocks

299 words
3 August 2021
14:25
Reuters News
LBA
English

LONDON, Aug 3 (Reuters) - Shares in Europe's gaming companies fell on Tuesday following a drop in China's social media and video games giant Tencent on fears that the gaming sector may be next in Chinese regulators' crosshairs.

Shares in Amsterdam-listed tech investment firm Prosus fell more than 5% following Tencent's tumble. Prosus holds a 29% stake in the Chinese group.

Other European online video gaming stocks including Paris-listed Ubisoft, Sweden's Evolution AB and Embracer Group all fell between 1.5 and 3%.

China's largest social media and video game firm saw its stock tumble more than 10% in early trade, wiping almost $60 billion from its market capitalisation, after the Chinese state media outlet branded online video games "spiritual opium".

The article by Economic Information Daily cited Tencent's "Honor of Kings", saying minors were addicted to online games and called for more curbs on the industry. The outlet is affiliated with China's biggest state-run news agency, Xinhua.

Equita analyst Gianmarco Bonacina downgraded Prosus from buy to hold, saying that he saw Tencent hit by increasing regulatory risks on gaming, after those introduced on fintech, e-commerce and educational technology.

"We believe that the risk of a restrictive regulation also on gaming is now more concrete and this could imply both a restriction in the number of new titles allowed and, in the worst case, the total or partial prohibition of monetization through in-game items", he said in a note.

At one point on Tuesday, Tencent was briefly de-throned as Asia's most-valuable company by market capitalisation by chipmaker Taiwan Semiconductor Manufacturing Co Ltd. (Reporting by Joice Alves, editing by Louise Heavens)

Released: 2021-8-3T09:55:00.000Z

Document LBA0000020210803eh8301pf5

HK shares fall as Tencent slumps on fear of online gaming crackdown

323 words
3 August 2021
14:02
Reuters News
LBA
English

Aug 3 (Reuters) - Hong Kong stocks fell on Tuesday, with tech shares leading declines, as index heavyweight Tencent Holdings Ltd slumped after a media report stoked concerns over tighter regulation on online gaming.

** Both The Hang Seng index and the China Enterprises Index fell 0.2% to 26,194.82 and 9,320.38, respectively. The Hang Seng Tech Index fell 1.5%.

** Tencent slumped as much as 10.8% after Economic Information Daily branded online video games "spiritual opium", worrying investors that the sector may be next in regulators' crosshairs.

** Tencent shares recouped some losses to end the day down 6.1%, after China's largest social media and video game firm vowed to curb minors' access to its flagship video game, and after the article vanished from the media outlet's website and WeChat account.

** Hong Kong-listed shares of rivals NetEase IncXD Inc and GMGE Technology Group Ltd also plunged on Tuesday. ** "We don't like the recent news flow from the regulatory side. We are reducing our exposure in those sectors which have a higher risk of being regulated," said Alex Wong, director, Ample Finance Group, Hong Kong.

** Wong added that the fund manager is shifting exposure to less policy-sensitive sectors such as manufacturing, electric vehicles, or consumption brand names. ** "We expect the regulatory clampdown to continue, but its pace and intensity may moderate as policymakers weigh its impact on growth and markets," BlackRock said in its weekly commentary, adding, the asset manager was neutral on Chinese equities. ** Property shares continued to sag.

** China Evergrande Group, the country's most-indebted developer, slumped roughly 8%, after Moody's downgraded the company and its affiliates, and a unit of Leo Group sued Evergrande for failing to pay fees for advertisement. (Reporting by the Shanghai Newsroom; Editing by Rashmi Aich)

Released: 2021-8-3T09:32:55.000Z

Document LBA0000020210803eh8301mpx

DOW JONES NEWSWIRES

Tencent's Minor-Protection Gaming Measures Look Solid -- Market Talk

133 words
3 August 2021
13:51
Dow Jones Newswires Chinese (English)
RTNW
English

0813 GMT - Tencent games' well-established minor-protection systems should defend the company against significant fallout from Chinese regulators' bid to address gaming addiction, Jefferies says. A state media report on how online games can harm minors has stoked investor concern that authorities may tighten curbs on game developers. But Jefferies reckons any regulatory action would focus solely on protections for minors, and notes that Beijing is generally supportive of the gaming industry. Tencent has consistently strengthened minor-protection measures with solid age-confirmation technologies and time limits, Jefferies says. It notes that the company is planning to further bolster these measures. Shares drop 6.6% to HK$443.60. (yifan.wang@wsj.com)

(END) Dow Jones Newswires

03-08-21 0821GMT

Document RTNW000020210803eh830007w

South China Morning Post

Business

Hong Kong stocks slide as attack on online gaming 'opium and drugs' slams Tencent, NetEase while market awaits Alibaba earnings

Zhang Shidong in Shanghai
782 words
3 August 2021
scmp.com
SCMCOM
English

* Hang Seng drops 1 per cent as Tencent paces losers after mainland media likens mobile-gaming addiction to 'spiritual opium'

* Mainland investors are poised to be net sellers of Hong Kong stocks for 12 consecutive days on Tuesday, Stock Connect shows

Hong Kong stocks resumed declines after a publication run by the Xinhua News Agency slammed internet gaming addiction, heightening concerns that the industry could become the next target of Beijing's regulatory wrath.

The Hang Seng Index dropped 1 per cent to 25,987.16 at the noon break, surrendering most of the 1.1 per cent rebound on Monday. Gaming operators Tencent Holdings and NetEase tumbled by at least 10 per cent. Alibaba Group Holding retreated before its quarterly earnings report. China's Shanghai Composite Index was little changed after losing as much as 0.8 per cent.

Traders rushed to unwind their holdings of gaming stocks after the Economic Information Daily, a publication of state-run Xinhua News Agency, blasted addiction among children to online games, likening them to "spiritual opium" and "electronic drugs." It also blamed overindulgence in them for short-sightedness and poor academic performances among teenagers, and singled out Honour of Kings, one of Tencent's top-grossing and most popular games.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

The retreat added to jitters around Beijing's regulatory storm, which provoked a US$1.2 trillion wipeout in market value in July. Beijing last month tackled the after-school tutoring industry after earlier trampling on technology firms. Policymakers have pointed to expensive property prices, tutoring fees and medical expenses as the major financial burdens on families.

"The uncertainty surrounding Chinese tech firms will remain high in the near term," said Aleksey Mironenko, managing director at The Capital Company. "Investors' anxiety on regulatory uncertainty will mean that the required risk premium on Chinese stocks is now higher. The authorities will have to clarify their true intentions to win back market confidence."

Tencent, the biggest game developer, tumbled 10 per cent to HK$426.40, the worst performer among Hang Seng Index members. NetEase, a video game developer, crashed 12 per cent to HK$139.60. Meituan, which is under the government's antitrust probe, fell 4.1 per cent to HK$207.20.

Mainland Chinese traders dumped HK$3.7 billion (US$481 million) worth of Hong Kong-listed stocks so far on Tuesday, heading for a 12-day net-selling streak, according to the Stock Connect southbound trading links compiled by Bloomberg. Last month, they sold HK$63.5 billion of stocks, the first monthly retreat since March.

"The regulatory clampdown is likely to go on for years, yet its intensity will fluctuate," BlackRock, the world's biggest money manager, said in a report. "China's leadership sees regulatory tightening in sectors such as tutoring and technology as necessary to rein in the industries that have been rapidly growing and lightly regulated, which has led to concerns about control of data, inequality, and the rising costs of education, housing and health care."

Elsewhere, Alibaba dropped 0.6 per cent to HK$190.80. The owner of this newspaper may offer investors a clue on how Beijing's clampdown will erode corporate earnings. Net income for the quarter probably declined 4.4 per cent from a year earlier, according to the estimate of analysts surveyed by Bloomberg.

Standard Chartered rose 0.5 per cent to HK$47.70. The lender said earnings more than doubled in the second quarter, beating estimates. It also announced an interim dividend of 3 US cents a share and a share buyback plan of US$250 million.

Other major markets in Asia all headed south except Taiwan following an overnight pullback in US stocks, where declining Treasury yields added to concern that the economic recovery will lose traction.

After a series of cybersecurity reviews that kicked off with the attack on Didi Global, Chinese policymakers will soon release guidelines for defining "important data", classifying it into eight categories based on their impact on national security, a top researcher at a state-owned cybersecurity think tank has revealed.

Zhuang Rongwen, the chief of the Cyberspace Administration of China (CAC), the agency that is leading the probe into Didi, said in Beijing on Monday that one of the regulatory priorities will be "data security and cybersecurity".

Document SCMCOM0020210803eh830008f

Extra
Netflix's APAC growth trajectory; Tencent's gaming M&A boost

Shaoli Chakrabarty
798 words
29 July 2021
SNL Financial Extra
SNLFE
English

TOP NEWS IN TECH

* After seeing a surge in streaming during the pandemic, Netflix Inc. could now be facing a growth problem. The company's Asia-Pacific regional segment accounted for the bulk of the company's second-quarter membership growth, but those customers generate less revenue and lower margins for Netflix. The U.S. and Canada saw a net loss of subscribers in the second quarter.

* As China's leading gaming company Tencent Holdings Ltd. steps up deal-making, analysts question whether it will be enough to capture the next generation of gamers — or whether more nimble competitors will get to them first.

* Although Netflix's expansion into video games faces substantial obstacles, analysts said the company should glean lessons from past failures by other Big Tech players, as it attempts to chart a more sustainable path forward.

TECH POLICY AND REGULATION

* China's nonbank payment companies face greater regulatory oversight on their IPOs and major expansion plans, although analysts say clearly defined rules will enable better compliance. Major data leaks will also need to be brought to the regulator's notice under the new rules, that will apply to some of China's biggest companies, including WeChat Pay and Alipay, the payment platforms owned by the country's tech players Tencent and Alibaba Group Holding Ltd., respectively.

* China's competition regulator on July 24 ordered Tencent Music Entertainment Group, or TME, to give up its exclusive music licensing rights within 30 days. The State Administration for Market Regulation also asked TME and parent Tencent Holdings Ltd. to stop requesting favorable terms from music suppliers by the deadline.

* India's Supreme Court dismissed a plea by telecom operators for the government to recalculate their dues, Reuters reported. The top court previously gave operators until 2031 to settle airwave usage and license fees owed to the government after the telcos failed to pay dues amounting to roughly $13 billion before a January deadline.

* Beijing ByteDance Telecommunications Co. Ltd. unit TikTok Inc. will have to pay a fine of €750,000 for violating the privacy of young children, the Dutch Data Protection Authority announced July 22.

TECHNOLOGY

* The imbalances in global semiconductor supply chains seen during the first half of 2021 are continuing and may take months, if not years, to fully resolve.

* Apple Inc. saw June-quarter record revenues in every geographic region. Notably, China saw the largest gains, with net sales up over 50% to $14.76 billion, from $9.33 billion a year prior. Many of Apple's product categories benefited from expansion in China, including its iPad and Mac sales.

* Funds affiliated with DigitalBridge Group Inc.'s investment management platform, are acquiring the data center business of Hong Kong-based telecom services provider PCCW Ltd.

MEDIA AND STREAMING

* The NHL agreed to make an effort to return to the Olympics in its collective bargaining agreement with players last summer. However, negotiations continue between the players association and the International Ice Hockey Federation on outstanding issues, including COVID-19 insurance for NHL players in Beijing.

* NBCUniversal Media LLC's coverage of the pandemic-delayed Tokyo Olympics has gotten off to a very slow start, with the opening ceremony and first night of competition both reflecting steep audience declines from previous games.

* TikTok announced that it will open its first regional fusion center in Dublin, Ireland, designed to launch real-time responses to critical incidents.

* Tencent Holdings Ltd.-owned messaging platform WeChat temporarily halted the registration of new users in mainland China amid a technical upgrade "to align with relevant laws and regulations."

TELECOMMUNICATIONS

* Australian telecom operator Vonex Ltd. entered into a binding agreement to acquire part of MNF Group Ltd.'s direct business for A$31 million. Vonex will fund the acquisition through a new A$16 million debt facility from Longreach Credit Investors, existing cash reserves and an equity raise.

INTERNET

* The number of global internet outages fell 23% in the week of July 17, to 276 outages, ending three consecutive weeks of gains that began in late June, according to data from ThousandEyes, a network-monitoring service owned by Cisco Systems Inc. The proportion of business-hours outages in the Asia-Pacific region rose 8 percentage points to 52%.

* Singaporean online real estate service provider PropertyGuru Ltd. agreed to a business combination with special purpose acquisition company called Bridgetown 2 Holdings Ltd. at an enterprise value of roughly US$1.35 billion.

Our weekly feature covers the latest technology developments in the Asia-Pacific region, spotlighting exclusive insights from news and research within S&P Global Market Intelligence. The weekly Asia-Pacific tech roundup has an editorial deadline of 7 a.m. Hong Kong time and is published every Friday.

Document SNLFE00020210731eh7t0005m

Business

Tencent Invested USD14.4 Billion in First Half, Mostly in Gaming Firms

Zhang Yushuo
223 words
27 July 2021
Yicai Global
YICAIG
English

(Yicai Global) July 27 -- Gaming companies were the main recipients of the CNY93.1 billion (USD14.4 billion) that Chinese internet giant Tencent Holdings invested in the first half of this year, according to an article by corporate data platform Qichacha.

Tencent, itself China's biggest video games company, invested in 49 firms in the sector in the six months ended June 30, the report said yesterday. Twenty-one were new projects in Shanghai and Chengdu, cities which are becoming the cradle of China's gaming startups.

Shenzhen-based Tencent also invested in other entertainment firms, corporate services and financial projects, while it channeled less money into the healthcare and education fields in the second quarter. It funded just one education project in the second quarter, down from 10 in the previous, and two healthcare projects, down from seven.

Tencent made a total of 163 investments in 160 projects in the first half. It funded for a second time community group buying platform Hunan Xingsheng Preferred E-commerce, restaurant chain Shining Taste and game developer Feiyu Technology International.

Geographically, Tencent's investments went to 20 Chinese cities and 15 countries and regions including the United Kingdom, Canada, Germany and Russia.

Editor: Futura Costaglione

Click here to view image.

Document YICAIG0020210727eh7r00039

South China Morning Post

Business

Tencent positions for move into gaming's top league

Josh
344 words
23 July 2021
South China Morning Post
SCMP
1
English

Gaming and social media giant Tencent Holdings has opened a new overseas game development studio in Montreal and notched up two more acquisitions in a bid to take on Microsoft, Sony and other top-tier video game companies.

TiMi Studio Group, the Tencent flagship game developer behind titles such as Honour of Kings and Call of Duty Mobile, unveiled TiMi Montreal on Monday, joining the developer's two other studios in Los Angeles and Seattle.

Separately, on Monday it agreed to acquire British video game developer Sumo Group for £919 million (HK$9.75 billion), the company's biggest investment in the UK.

A day later, Tencent announced it had taken a majority stake in Swedish gaming company Stunlock Studios for an undisclosed amount, bringing its total number of international game developers to more than 4,000, according to data in the company's various regulatory filings.

"It is not an exaggeration to say there has never been a company as aggressive as Tencent in the history of the gaming industry," said Serkan Toto, chief executive of consultancy Kantan Games.

"They do not act with 'China speed' any more but seem dead set on driving their strategy to conquer the West with 'Tencent speed'."

The aggressive push by Tencent, already the world's biggest gaming company by revenue, to expand into foreign markets comes after the company vowed in 2019 to become a player in so-called triple-A games, which typically refer to games made with industry-leading production quality and published on consoles or PCs.

In an interview with Chinese media in May, Tencent's gaming chief Steven Ma said the company already controlled more than 10 console and PC game studios in North America and Europe, with more than 2,700 developers, and expected the number to reach at least 3,500 people by this year's end.

Sumo Group alone may bring in about 1,200 more developers to Tencent, according to company filings.

Yejosh.ye@scmp.com

Document SCMP000020210723eh7n0000j

CE Noticias Financieras English
Tencent buys Sumo for $1,270 MDD to strengthen its gaming presence

531 words
19 July 2021
CE NoticiasFinancieras
NFINCE
English

The Chinese-born technology company, Tencent, wants to maintain its relevance within the video game industry and therefore agreed to the purchase of Sumo Group, a British developer, for 1,270 million dollars. Prior to this announcement, the company already had an 8.75% stake in the developer and the offering represents a 43% premium over Sumo's current valuation. The studio is based in Sheffield, England, and has been recognized for working with some of the most important companies in the world of video games, such as Sony, with which he recently published Sackboy, A Big Adventure for PlayStation 5, or Microsoft, where he worked on the development of Crackdown 3, for Xbox and PC. Its inception dates back to 2003 and currently employs more than 1,200 people in 14 locations in the United Kingdom, Poland, Canada, India and the United States. The first time Tencent bought shares of the studio was in November 2019.

Carl Cavers, CEO of Sumo, said in a statement that "the opportunity to work with Tencent is one we couldn't miss. It would bring another dimension to Sumo, presenting us with opportunities to truly stamp our brand in this amazing industry that was previously out of our reach." While they had worked on developing major titles for other companies, such as some famed Sonic the Hedgehog games, their only original IP was Snake Pass , which was released in 2017 for Nintendo Switch, PlayStation 4 and Xbox One, but went unnoticed by the vast majority of gamers. According to Tencent's chief strategy officer, James Mitchell, the opportunity may prove favorable for both companies, as "Tencent intends to bring its expertise and resources to accelerate Sumo's growth both in the UK and abroad." And it is that the participation of the Chinese company in the video game industry is very relevant. It owns, for example, Riot Games, which is responsible for developing the popular League of Legends franchise, whose relevance in the world of esports is capital.

In addition, it has participation in other very important companies currently in the sector, such as Epic Games, which is the creator of Fortnite, or Supercell, based in Finland, and which was responsible for creating the mobile video game, Clash of Clans. It also owns shares and commercial agreements with some companies much loved by video game fans, such as Ubisoft, Activision or Square Enix, in charge of franchises such as Assassin 's Creed, Call of Duty or Final Fantasy, respectively. It's worth mentioning that over the course of this year, Tencent has already completed another 10 investments in companies related to the video game industry, according to shore capital analysts, which speaks to its stance to continue growing in the market even if it's not a visible or recognized element. During 2020, Tencent's gaming division amounted to just over $29 billion, according to Niko Partners analyst Daniel Ahmad, which represented a growth of 35.5% over the previous one, however, a slight decrease could be expected this year, as the pandemic influenced that increase too much.

Document NFINCE0020210719eh7j00dx8

BARRON'S

Daily

Tencent Makes Another European Gaming Move With $1.27 Billion Sumo Bid

By Barbara Kollmeyer
525 words
19 July 2021
20:02
Barron's Online
BON
English

Shares of Sumo Group blasted 38% higher on Monday, after the U.K.-based games maker said it agreed to be bought by Hong Kong tech group Tencent Holdings in an all-cash deal worth around £919 million ($1.26 billion).

Soaring stock of the U.K.-based games maker stood out on an otherwise downbeat market day, as Covid-19 resurgence worries spread around the globe. In a statement, Sumo said Tencent would buy all shares that it didn't already own of the company via its subsidiary Sixjoy Hong Kong Limited for 513 pence each.

Shares of the maker of "Sackboy: A Big Adventure" and "Hotshot Racing" climbed to 496 pence in London, with the deal representing a 43.3% premium to Sumo's closing price on Friday, July 16. Tencent had previously owned a 10% stake in the company from a deal in 2019.

"The opportunity to work with Tencent is one we just couldn't miss. It would bring another dimension to Sumo, presenting opportunities for us to truly stamp our mark on this amazing industry, in ways which have previously been out-of-reach," said Sump Chief Executive Carl Cavers, in a statement.

The U.K. has been a ripe hunting ground for gaming deals. Electronic Artsoutbid rival Take-Two Interactive Software, buying car racing games group Codemasters in a $1.2 billion deal that closed in February. Epic Games bought "Fall Guys" maker Tonic Games, also based in the U.K., in March.

"With a very punchy premium valuing the company [Sumo] on one of the most generous multiples in this space, we believe the Tencent offer is at a level that investors will struggle not to accept; also, management and 33% of shareholders (by issued capital) are in support," said a team of Berenberg analysts led by Benjamin May.

May noted that mergers and acquisitions activity in the first quarter of 2021 has surged, with $39 billion in deals in the gaming space announced. "Sumo is a rare asset in that it is a pure-play developer (almost). To most publishers, it would be a very expensive way to bring on board 1,000 experienced developers, as it does not own any meaningful IP [intellectual property] of its own," said May.

No stranger to M&A, Tencent has dozens of stakes in foreign games companies. Its gaming hoard includes U.S.-based Riot Games, maker of "League of Legends," Norway's Funcom, and it holds a 40% stake in Epic Games.

"To the tech giants that are looking for content (e.g. Microsoft, Amazon, Apple and now Netflix) it would be a quick route to onboard a big studio but a slow route to adding content to their platforms (as development would take years and lots more capital)," May said. "We also think the valuation implied by Tencent's offer is too rich to attract counterbids from corporate buyers and/or private equity."

Write to editors@barrons.com

Tencent Makes Another European Gaming Move With $1.27 Billion Sumo Bid

Document BON0000020210719eh7j0018h

China antitrust regulator blocks Tencent gaming site merger

333 words
10 July 2021
08:58
Agence France Presse
AFPR
English

China's financial regulator has blocked a merger of the nation's two largest video game live-streaming sites planned by tech giant Tencent over antitrust concerns, it said Saturday.

Beijing has launched a major crackdown on the biggest players in its tech sector after years of runaway growth and lax regulation, partly due to fears over their growing influence and the security of troves of sensitive consumer data.

Analysts have estimated the planned merger of live streaming services Huya and Douyu could have brought the combined platforms' domestic market share to between 80 to 90 per cent.

"If Huya and Douyu merged, that would... further strengthen Tencent's dominant position in the video game live-streaming market," Beijing's State Administration for Market Regulation (SAMR) said in an online statement.

"This has the effect of eliminating or restricting competition, is not conducive to fair market competition ... and is not conducive to the healthy and sustainable development of the online gaming and video game livestreaming market."

The blocked merger comes shortly after regulators abruptly announced a cybersecurity review into ride-hailing app Didi Chuxing on the heels of a US IPO that raised $4.4 billion.

Plans for the deal were initially announced by Tencent last October, but SAMR said it would undertake an antitrust review into the merger in December.

The same month, it announced an antitrust investigation into e-commerce giant Alibaba, whose fintech arm Ant Financial's bumper IPO was shelved at the last minute by regulators in November.

The company was later slapped with a record 18.2 billion yuan ($2.78 billion) fine for anti-competitive practices.

Tencent currently has a majority stake in Huya and a 38 per cent stake in Douyu, and the merger was set to grant it majority control over the combined entity.

Both Huya and Douyu are listed in the US, with market caps of $3.57 billion and $1.77 billion respectively.

lxc/oho

Document AFPR000020210710eh7a00209

Tencent launches facial recognition function to regulate minors' time spent gaming

AJ Cortese
486 words
8 July 2021
KrASIA
KRSGIA
English

The policy capping play time for Chinese gamers was announced in November 2019, but implementation has been ineffective. That's about to change.

For many young Chinese gamers, the era of sitting up past bedtime, huddled underneath a blanket, playing their favorite mobile games is coming to an end. This week, Tencent's new security measures went live to limit the amount of time young gamers can play video games—a move in line with governmental policies. The system uses facial recognition to identify the person using the account, enabling it to spot minors who log on in violation of the rules.

The government's campaign aims to curtail increasing rates of myopia in young Chinese and the development of gaming disorder, which was declared as a mental health condition by the World Health Organization in 2018. Gamers under 18 years old are limited to 90 minutes of play time per day from Monday to Friday, with double the allotment for weekends and holidays. Meanwhile, they cannot log on between 10:00 p.m. to 8:00 a.m.

When Chinese regulators instituted new rules aimed at curbing the amount of time children spend gaming in November 2019, the policy objective was clear, but implementation was rickety. Initial attempts to place restrictions on online gaming for those aged under 18 were based on the account holder's information. This was easily circumvented, as minors often used the personal details of older family members or friends for real-name authentication. The practice is especially true for games that are rated for mature players aged 17 or older, like Tencent's popular battle royale title Peacekeeper Elite.

The actual human gamer behind the account remained anonymous until this week's roll-out of Tencent's facial recognition feature. Users who refuse to submit to the new measure will be kicked offline. The facial scan involves automated authentication of whether the image presented to the camera is indeed a living person, so minors are unable to use photos of adults to bypass the measure, Tencent claims. If the system works as advertised, that means a portion of Chinese gamers will spend less time on popular titles like Honor of Kings and League of Legends.

The move comes as Tencent's gaming business is under increasing pressure from Chinese regulators. The State Administration for Market Regulation, China's antitrust watchdog, has halted the anticipated merger of two Tencent-backed game livestreaming platforms, Douyu and Huya, which happen to be the two country's largest players in the space. The Tencent-orchestrated deal was originally set to be closed by the end of Q2 2021 and create a behemoth with 300 million users. Its valuation would have been in the neighborhood of USD 10 billion.

Read this: Tencent is investing in a video game company every three days

Document KRSGIA0020210819eh78000ip

Gamer

Tencent's creepy new facial recognition system detects kids gaming at night; Teens may have binge on something else

353 words
6 July 2021
The Next Web
NEXTWEB
English

The teenage joy of late-night gaming sessions faces an uncertain future in China.

Tech giant Tencent has launched a time-sensitive facial recognition system that prevents minors from binging on video games after dark.

The platform, called "Midnight Patrol," arrives amid a moral panic over gaming addiction among children in China. Under-18s are now barred from gaming between 10PM and 8AM, and must register for games using their real names and government ID numbers.

Tencent's system uses a facial verification system connected to a public identity database to detect minors posing as adults during the curfew.

"We will conduct a face screening for accounts registered with real names and that have played for a certain period of time at night," Tencent said on Tuesday, according to a translation by news outlet Sixth Tone.

"Anyone who refuses or fails the face verification will be treated as a minor, and as outlined in the anti-addiction supervision of Tencent's game health system, and kicked offline."

The feature will initially cover more than 60 popular games, including Honor of Kings and Game for Peace, and Tencent plans to add more titles in the future.

It will also allow Tencent to know when, what, and how much gamers are playing, tweeted Yulong Cui, an analyst at Ark Investment Management focused on innovation in Asia.

The flip side of Tencent's success is that the gaming addiction is real…but this will also mean they will know when, what and how much you are playing.

— Yulong Cui (@YCuiARK) July 6, 2021

It's not like the good old days, when parents would just hide consoles, or smash them into pieces with baseball bats? Instead, Tencent is automating the enforcement of China's strict gaming rules.

The move could lead teens to try out other adolescent habits, like sniffing glue, unprotected sex — or using VPNs.

Greetings Humanoids! Did you know we have a newsletter all about AI? You can subscribe to it right here.

Document NEXTWEB020210707eh7600003

Finance

Tencent Bought Into One Gaming Firm Every Week in First Half to Fend Off Competition

Xu Wei
330 words
5 July 2021
Yicai Global
YICAIG
English

(Yicai Global) July 5 -- Tencent Holdings, the world's biggest mobile game vendor, invested in 27 gaming companies in the first half, one every seven days on average, as the Chinese internet giant ensures it stays ahead of the pack.

This round of investment is mainly defensive, Securities Daily reported today, citing analysts. There is a lot of pressure from ByteDance Technology, Alibaba Group Holding and other competitors who are muscling into the gaming field.

"Tencent keeps expanding its product lines by investing in excellent game developers of massive-multiplayer on-line, role play, simulation, card and leisure games to eliminate the possibility of any new gaming giants emerging," an industry analyst said.

'Genshin Impact,' developed by rival miHoYo Technology Shanghai, overtook Tencent's Arena of Valor to become the world's highest-earning mobile game in the month after its release on Sept. 28 last year, grossing USD250 million.

Meanwhile ByteDance's gaming unit Nuverse released 'One Piece: The Bloodline' earlier this year, which shot up to first place on that day's ranking of iOS free games.

Shenzhen-based Tencent has been in the gaming field since 2003 when it set up Tencent Games, and as such has first mover advantage, the analyst said. It is still difficult to shake its dominant position despite great efforts by ByteDance and Alibaba, he added.

Beijing-based ByteDance started to move into gaming three years ago, opening gaming accounts on its news aggregator Toutiao and the Chinese version of TikTok, Douyin. It has also bought stakes in gaming firms Mokun Technology and Shanghe Network technology.

Alibaba is not far behind. It took over game publisher Jianyue Information Technology, also known as eJoy, in 2017, whose 'Three Kingdoms Tactics' ranked top among mobile free games in the month it began an open beta test in 2019.

Editor: Kim Taylor

Click here to view image.

Document YICAIG0020210705eh7500032

South China Morning Post

Business

Tencent, Alibaba-backed studio in spotlight ahead of Hong Kong IPO as China's video gaming boom continues

Josh Ye
743 words
3 July 2021
scmp.com
SCMCOM
English

* Xiamen-based Qingci Games last week filed for an initial public offering in Hong Kong

* Its investors include Tencent, Alibaba, Bilibili and private equity firm Boyu Capital

While the Covid-19 pandemic has slowed the world to a crawl, the success of a mobile game about a snail making its way through a post-apocalyptic planet has lifted its Chinese developer's profile ahead of a potential public listing.

Qingci Games, based in the southeast city of Xiamen in Fujian province, last week filed for an initial public offering in Hong Kong. The company counts Tencent Holdings, Alibaba Group Holding, Bilibili and a grandson of a former Chinese president among its star-studded cast of investors.

Its portfolio of mobile games, led by the popular The Marvelous Snail, raked in 480 million yuan (US$74.2 million) in revenue in the first quarter alone. That has put the company on track to surpass its total 2020 revenue of about 1.2 billion yuan, according to its IPO prospectus.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

The Marvelous Snail – an idle tap game, which is played by repeatedly tapping on the screen – now ranks as China's second most popular casual game, according to a recent report by research firm Frost & Sullivan.

"Qingci is a typical case of thriving on differentiation," said Zheng Jintiao, co-founder of online media outlet GamerBoom.

Founded in 2012, Qingqi has distinguished itself in the world's largest video games market by focusing on emerging genres such as idle tap games – the segment where The Marvelous Snail has become a runaway hit – and roguelike, a subgenre of role-playing video games that features a dungeon crawl through procedurally generated levels.

While 95 per cent of Qingci's soaring revenue was attributed to The Marvelous Snail, the company said it has 10 games in the pipeline that are set for release by 2023, helping drive future growth.

Qingci's success is yet another sign of the continued video gaming boom in China, where the number of players expanded during the Covid-19 lockdown amid the increased consumption of online entertainment. There were 681.7 million mobile gamers in mainland China at the end of 2020, up 7 per cent from 2019, according to data from video gaming research firm Niko Partners.

Chinese companies have proven especially adept at mobile gaming, in part, because the market is huge in the country, accounting for three-quarters of its total video gaming revenue, according to the China Audio-Video and Digital Publishing Association.

In the quarter ended March, video gaming revenue in China reached more than 77 billion yuan, according to data from the China Audio-Video and Digital Publishing Association. Total video gaming revenue last year reached 278.7 billion yuan, up 20.7 per cent from 2019.

Chinese online games heavyweight G-bits Network Technology (Xiamen) Co has a 21.37 per cent stake in Qingci Games, making it the company's second-largest shareholder behind founder and chief executive Yang Xu.

Tencent, which runs the world's biggest video gaming business by revenue and super app WeChat, has a 4.99 per cent stake in Qingi Games. E-commerce giant Alibaba, which owns the South China Morning Post, and streaming video-sharing platform operator Bilibili each have the same 4.99 per cent interest in The Marvelous Snail developer.

Chinese private equity firm Boyu Capital, co-founded by former Chinese President Jiang Zemin 's grandson Alvin Jiang Zhicheng, holds a 1.87 per cent shareholding.

Chinese companies are not the only ones in the video gaming industry that have looked to go public.

Tencent-backed Krafton, the developer of blockbuster video game PlayerUnknown Battlegrounds , plans to launch its IPO on the Korea Exchange, with the goal to raise at least US$5 billion.

Popular US gaming platform Roblox went public on the New York Stock Exchange in March through a direct listing. It had a market capitalisation of about US$49 billion as of Friday. The company has partnered with Tencent to launch its sandbox gaming platform in China on both smartphones and desktop personal computers.

Document SCMCOM0020210702eh73000mb

Tencent Technology (Shenzhen) Company Limited; Patent Issued for Video recording method based on virtual reality application, terminal device, and storage medium (USPTO 11000766)

2,488 words
21 June 2021
Internet Weekly News
INTWKN
1687
English

2021 JUN 21 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- According to news reporting originating from Alexandria, Virginia, by VerticalNews journalists, a patent by the inventors Chen, Yang (Shenzhen, CN), Huang, Yuchuan (Shenzhen, CN), Mai, Weiqiang (Shenzhen, CN), Shen, Xiaobin (Shenzhen, CN), filed on September 30, 2019, was published online on May 11, 2021.

The assignee for this patent, patent number 11000766, is Tencent Technology (Shenzhen) Company Limited (Shenzhen, People's Republic of China).

Reporters obtained the following quote from the background information supplied by the inventors: "With the rapid increase of the personal computer (PC) virtual reality (VR) market and users in recent years, requirements of the users for VR recording are increasing, and especially, the users want to shoot scenes in which the users are playing VR games. To shoot the scenes in which the users are playing VR games, a shooting manner of a third person perspective view is currently mainly used to shoot a real posture of a user, and then a final video is obtained by synthesizing a shot user real posture picture, a first person perspective view picture shot by a VR helmet, and a game scene of the user in the VR game at each posture.

"However, current shooting of the third person perspective view can only rely on a physical handle, and the physical handle may become unstable due to a reason of artificial control, and finally, as a result, a synthesized video jitters, and video quality is poor. Secondly, the shooting of the third person perspective view is also limited by the physical handle, and a desired picture cannot be shot in a larger range."

In addition to obtaining background information on this patent, VerticalNews editors also obtained the inventors' summary information for this patent: "This application provides a video recording method based on a virtual reality application, a terminal device, and a storage medium, to resolve a problem in the existing technology that shooting of a third person perspective view is limited by hardware.

"One aspect of this application provides a video recording method based on a virtual reality application, the method being used for recording interactions of a virtual role of a target virtual object with other virtual objects in the virtual reality application from a third person perspective view in the virtual reality application and performed at a computing device having one or more processors and memory storing programs to be executed by the one or more processors, and the video recording method comprising:

"configuring a third person perspective view of a target virtual object, the third person perspective view being a video shooting perspective view of a virtual controller configured as a third person perspective view virtual camera of the virtual reality application;

"obtaining location information of the virtual role in the virtual reality application;

"obtaining current orientation information of the third person perspective view, the current orientation information of the third person perspective view being orientation information of the third person perspective view virtual camera in the virtual reality application;

"obtaining, according to the location information of the virtual role and the current orientation information of the third person perspective view, scene data corresponding to the virtual reality application in which the virtual role is currently located; and

"capturing and displaying actions of the target virtual object in the virtual reality application according to the scene data.

"Another aspect of this application provides a computing device for recording interactions of a virtual role of a target virtual object with other virtual objects in a virtual reality application from a third person perspective view in the virtual reality application, the computing device comprising one or more processors, memory coupled to the one or more processors and a plurality of programs stored in the memory that, when executed by the one or more processors, cause the computing device to perform the aforementioned video recording method.

"Still another aspect of this application provides a non-transitory computer readable storage medium storing a plurality of machine readable instructions for recording interactions of a virtual role of a target virtual object with other virtual objects in a virtual reality application from a third person perspective view in the virtual reality application in connection with a computing device having one or more processors, wherein the plurality of machine readable instructions, when executed by the one or more processors, cause the computing device to perform the aforementioned video recording method.

"Compared with the existing technology, in the solution provided in this application, the virtual controller for shooting the video from the third person perspective view first obtains the location information and the current orientation information of the third person perspective view, obtains the scene data according to the location information and the current orientation information of the third person perspective view, and then shoots the video according to the scene data, the current orientation information of the third person perspective view, and posture data of the virtual role. It can be learned that after the solution is used, on one hand, the video may be shot through the virtual controller without being additionally equipped with a hand-held controller, and on the other hand, the video from the third person perspective view may be omni-directionally shot without involving extra labor and devices and not being limited to physical hardware."

The claims supplied by the inventors are:

"1. A video recording method based on a virtual reality application, the method being performed at a computing device having one or more processors and memory storing programs to be executed by the one or more processors, and the video recording method comprising: configuring a third person perspective view of a target virtual object, the third person perspective view being a video shooting perspective view of a virtual controller configured as a third person perspective view virtual camera of the virtual reality application; obtaining location information of the target virtual object in the virtual reality application; obtaining current orientation information of the third person perspective view, the current orientation information of the third person perspective view being orientation information of the third person perspective view virtual camera in the virtual reality application, the orientation information comprises a perspective view orientation; obtaining, according to the location information of the target virtual object and the current orientation information of the third person perspective view, scene data corresponding to the virtual reality application in which the target virtual object is currently located; and capturing and displaying actions of the target virtual object in the virtual reality application according to the scene data, including: binding the perspective view orientation of the third person perspective view to a first person perspective view orientation of a virtual reality helmet of the target virtual object according to a third person perspective view configuration operation, so that the perspective view orientation of the third person perspective view changes as the first person perspective view orientation of the virtual reality helmet changes, to obtain a first person perspective view picture, the first person perspective view picture being a picture within a field of view shot by the third person perspective view virtual camera based on a current location information of the target virtual object.

"2. The method according to claim 1, further comprising: before configuring the third person perspective view: configuring the virtual reality application, so that the virtual reality application uses the virtual controller as the third person perspective view virtual camera.

"3. The method according to claim 2, wherein the orientation information of the third person perspective view virtual camera changes as a location of the target virtual object changes.

"4. The method according to claim 1, further comprising: receiving a first adjustment operation; and adjusting the orientation information of the third person perspective view according to a first orientation parameter defined by the first adjustment operation, to control displacement and rotation of the third person perspective view virtual camera in the virtual reality application.

"5. The method according to claim 1, further comprising: receiving a second adjustment operation; and adjusting a field of view of the virtual controller according to a first instruction defined by the second adjustment operation, the field of view being a perspective view range for the third person perspective view virtual camera to shoot the video from the third person perspective view.

"6. The method according to claim 5, further comprising: receiving a third adjustment operation; and setting the orientation information of the third person perspective view to a fixed value according to the third adjustment operation.

"7. A computing device for recording interactions of a target virtual object with other virtual objects in a virtual reality application from a third person perspective view in the virtual reality application, the computing device comprising one or more processors, memory coupled to the one or more processors and a plurality of programs stored in the memory that, when executed by the one or more processors, cause the computing device to perform a plurality of operations comprising: configuring a third person perspective view of a target virtual object, the third person perspective view being a video shooting perspective view of a virtual controller configured as a third person perspective view virtual camera of the virtual reality application; obtaining

location information of the target virtual object in the virtual reality application; obtaining current orientation information of the third person perspective view, the current orientation information of the third person perspective view being orientation information of the third person perspective view virtual camera in the virtual reality application, the orientation information comprises a perspective view orientation; obtaining, according to the location information of the target virtual object and the current orientation information of the third person perspective view, scene data corresponding to the virtual reality application in which the target virtual object is currently located; and capturing and displaying actions of the target virtual object in the virtual reality application according to the scene data, including: binding the perspective view orientation of the third person perspective view to a first person perspective view orientation of a virtual reality helmet of the target virtual object according to a third person perspective view configuration operation, so that the perspective view orientation of the third person perspective view changes as the first person perspective view orientation of the virtual reality helmet changes, to obtain a first person perspective view picture, the first person perspective view picture being a picture within a field of view shot by the third person perspective view virtual camera based on a current location information of the target virtual object.

"8. The computing device according to claim 7, wherein the plurality of operations further comprise: before configuring the third person perspective view: configuring the virtual reality application, so that the virtual reality application uses the virtual controller as the third person perspective view virtual camera.

"9. The computing device according to claim 8, wherein the orientation information of the third person perspective view virtual camera changes as a location of the target virtual object changes.

"10. The computing device according to claim 7, wherein the plurality of operations further comprise: receiving a first adjustment operation; and adjusting the orientation information of the third person perspective view according to a first orientation parameter defined by the first adjustment operation, to control displacement and rotation of the third person perspective view virtual camera in the virtual reality application.

"11. The computing device according to claim 7, wherein the plurality of operations further comprise: receiving a second adjustment operation; and adjusting a field of view of the virtual controller according to a first instruction defined by the second adjustment operation, the field of view being a perspective view range for the third person perspective view virtual camera to shoot the video from the third person perspective view.

"12. The computing device according to claim 11, wherein the plurality of operations further comprise: receiving a third adjustment operation; and setting the orientation information of the third person perspective view to a fixed value according to the third adjustment operation.

"13. A non-transitory computer readable storage medium storing a plurality of machine readable instructions for recording interactions of a target virtual object with other virtual objects in a virtual reality application from a third person perspective view in the virtual reality application in connection with a computing device having one or more processors, wherein the plurality of machine readable instructions, when executed by the one or more processors, cause the computing device to perform a plurality of operations including: configuring a third person perspective view of a target virtual object, the third person perspective view being a video shooting perspective view of a virtual controller configured as a third person perspective view virtual camera of the virtual reality application; obtaining location information of the target virtual object in the virtual reality application; obtaining current orientation information of the third person perspective view, the current orientation information of the third person perspective view being orientation information of the third person perspective view virtual camera in the virtual reality application, the orientation information comprises a perspective view orientation; obtaining, according to the location information of the target virtual object and the current orientation information of the third person perspective view, scene data corresponding to the virtual reality application in which the target virtual object is currently located; and capturing and displaying actions of the target virtual object in the virtual reality application according to the scene data, including: binding the perspective view orientation of the third person perspective view to a first person perspective view orientation of a virtual reality helmet of the target virtual object according to a third person perspective view configuration operation, so that the perspective view orientation of the third person perspective view changes as the first person perspective view orientation of the virtual reality helmet changes, to obtain a first person perspective view picture, the first person perspective view picture being a picture within a field of view shot by the third person perspective view virtual camera based on a current location information of the target virtual object."

There are additional claims. Please visit full patent to read further.

For more information, see this patent: Chen, Yang. Video recording method based on virtual reality application, terminal device, and storage medium. U.S. Patent Number 11000766, filed September 30, 2019, and published online on May 11, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11000766.PN.&OS=PN/11000766RS=PN/11000766

Keywords for this news article include: Business, Conglomerates, Internet Companies, Tencent Technology (Shenzhen) Company Limited.

Document INTWKN0020210621eh6l0006o

Tencent Technology (Shenzhen) Company Limited; Patent Issued for Image processing in a virtual reality (VR) system (USPTO 11003707)

2,586 words
21 June 2021
Internet Weekly News
INTWKN
1019
English

2021 JUN 21 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- According to news reporting originating from Alexandria, Virginia, by VerticalNews journalists, a patent by the inventor Joshi, Dhaval Jitendra (Shenzhen, CN), filed on May 28, 2019, was published online on May 11, 2021.

The assignee for this patent, patent number 11003707, is Tencent Technology (Shenzhen) Company Limited (Shenzhen, People's Republic of China).

Reporters obtained the following quote from the background information supplied by the inventors: "Virtual reality (VR) typically refers to computer technologies that use software to simulate realistic images, sounds and other sensations that replicate a real environment (or create an imaginary setting), and simulate a user's physical presence in this environment, by enabling the user to interact with this space and any objects depicted therein using specialized display screens or projectors and other devices. VR has been defined as “a realistic and immersive simulation of a three-dimensional environment, created using interactive software and hardware, and experienced or controlled by movement of the body” or as an “immersive, interactive experience generated by a computer”. A person using virtual reality equipment is typically able to “look around” the artificial world, move about in it and interact with features or items that are depicted on a screen or in goggles. Virtual realities artificially create sensory experiences, which can include sight, touch, hearing, and, less commonly, smell. Most 2016-era virtual realities are displayed either on a computer monitor, a projector screen, or with a virtual reality headset (also called head-mounted display or HMD). HMDs typically take the form of head-mounted goggles with a screen in front of the eyes. Virtual Reality brings the user into the digital world by cutting off outside stimuli. In this way user is solely focusing on the digital content.

"Photospheres (or photo sphere) are 360-degree or 720-degree panoramic photos with a 3-dimension view provided in a VR system, which can be created by a professional or amateur VR camera."

In addition to obtaining background information on this patent, VerticalNews editors also obtained the inventor's summary information for this patent: "The present disclosure provides a method of image processing in a VR system, including: obtaining, by a computing device, a photographic image; identifying, by the computing device, at least one object in the photographic image; generating, by the computing device, at least one tag respectively for each of the at least one object; presenting, by the computing device, the at least one tag of the photographic image through a VR User Interface (UI); confirming, by the computing device, one or more of the at least one tag in response to receiving a confirmation user instruction from the VR UI; and associating, by the computing device, the confirmed one or more tags with the photographic image.

"The present disclosure further provides a method of image processing in a VR system, including: receiving from a client a user identifier, an image identifier of a photographic image, and one or more tags; wherein the client analyzes the photographic image through an image recognition algorithm to identify at least one object in the photographic image and generate at least one tag respectively for each of the at least one object, and confirms the one or more tags from the at least one tag; and associating the image identifier with the user identifier to associate the photographic image with the user identifier; associating the one or more tags with the image identifier and the user identifier; in response to receiving from the client an opening request including the user identifier and the image identifier, determining the photographic image according to the image identifier, and sending the determined photographic image to the client.

"The present disclosure further provides a terminal device in a VR system, including: a processor; a memory; and instructions stored in the memory and executable by the processor; wherein the instructions include: obtaining a photographic image; identifying at least one object in the photographic image; generating at least one tag respectively for each of the at least one object; presenting the at least one tag of the photographic image through a VR User Interface (UI); confirming one or more of the at least one tag in response to receiving a confirmation user instruction from the VR UI; and associating the confirmed one or more tags with the photographic image.

"The present disclosure further provides a server device in a Virtual Reality (VR) system, including: a processor; a memory; and instructions stored in the memory and executable by the processor; wherein the

instructions include: receiving from a client a user identifier, an image identifier of a photographic image, and one or more tags; wherein the client analyzes the photographic image through an image recognition algorithm to identify at least one object in the photographic image and generate at least one tag respectively for each of the at least one object, and confirms the one or more tags from the at least one tag; and associating the image identifier with the user identifier to associate the photographic image with the user identifier; associating the one or more tags with the image identifier and the user identifier; in response to receiving from the client an opening request including the user identifier and the image identifier, determining the photographic image according to the image identifier, and sending the determined photographic image to the client.

"The present disclosure also provides a non-transitory machine-readable storage medium, storing instructions to cause a machine to execute any of the above mentioned methods."

The claims supplied by the inventors are:

"1. A method of image processing in a Virtual Reality (VR) system implemented by a computing device, comprising: obtaining a photographic image; identifying at least one object in the photographic image; generating at least one tag respectively for each of the at least one object; automatically determining a first pixel location of each of the at least one tag in the photographic image; presenting the at least one tag of the photographic image through a VR User Interface (UI), wherein the at least one tag is presented at the corresponding first pixel location on the photographic image through the VR UI; receiving, from a VR controller operably connected to the computing device, a confirmation user instruction when the VR controller detects a pointing operation at a tag of the at least one tag or an object corresponding to the tag displayed on the photographic image in the VR UI, the photographic image being a 3-dimension photo, a 360-degree photo, or a 720-degree photo; determining a pixel location where the confirmation user instruction is pointing on the photographic image in response to receiving the confirmation user instruction, and taking the pointed pixel location as a second pixel location of the tag; confirming one or more of the at least one tag in response to receiving one or more of the confirmation user instruction from the VR UI; and associating the confirmed one or more tags and the second pixel location of each of the one or more tags with the photographic image.

"2. The method of claim 1, before identifying the at least one object in the photographic image, further comprising: presenting the photographic image with a UI control for activating a tag service through the VR UI; and activating the tag service in response to the VR controller receiving an activation user instruction on the UI control; wherein the identifying the at least one object is performed upon the tag service being activated.

"3. The method of claim 1, further comprising: respectively determining the pixel location of each of the at least one tag according to a pixel location of the corresponding at least one object.

"4. The method of claim 1, wherein confirming the one or more of the at least one tag comprises: in response to receiving a first user instruction to one of the at least one tag, confirming the one of the at least one tag.

"5. The method of claim 1, further comprising: in response to receiving a tagging user instruction to one of the at least one object, adding a tag for the one of the at least one object according to information inputted by a user.

"6. The method of claim 5, wherein adding the tag for the one of the at least one object comprises: recording voice data inputted by the user; generating the tag comprising the recorded voice data for the one object; and presenting the generated tag on the photographic image.

"7. The method of claim 1, wherein associating the confirmed one or more tags with the photographic image comprises: associating the confirmed one or more tags with an image identifier of the photographic image and a user identifier of a current user.

"8. The method of claim 7, further comprising: associating the second pixel location of each of the one or more tags with the image identifier and the user identifier.

"9. The method of claim 1, further comprising: uploading to a server a user identifier of a current user, the image identifier, and the one or more tags.

"10. The method of claim 9, further comprising: after associating the confirmed one or more tags with the photographic image and uploading the user identifier, the image identifier, and the one or more tags, sending to the server an opening request comprising the user identifier and the image identifier; receiving, from the server, the photographic image which is determined by the server according to the image identifier, and each tag which is determined by the server according to the user identifier and the image identifier; and presenting the received photographic image; and in response to a display user instruction for presenting tags, presenting each received tag on the photographic image.

"11. The method of claim 9, further comprising: sending to the server a browse request comprising the user identifier; receiving from the server a set of tags associated with the user identifier and a set of thumbnail images of photographic images associated with the user identifier; presenting the set of tags and the set of thumbnail images; in response to a user instruction of selecting any of the set of tags, presenting one or more thumbnail images of one or more photographic images associated with the selected tag; in response to a user instruction of selecting any of the presented one or more thumbnail images, sending to the server an opening request comprising an image identifier of the selected thumbnail image; receiving from the server the photographic image which is determined by the server according to the image identifier; and presenting the received photographic image.

"12. A terminal device in a Virtual Reality (VR) system, comprising: a processor; a memory; and instructions stored in the memory and executable by the processor; wherein when executing the instructions, cause the processor to perform: obtaining a photographic image; identifying at least one object in the photographic image; generating at least one tag respectively for each of the at least one object; automatically determining a first pixel location of each of the at least one tag in the photographic image; presenting the at least one tag of the photographic image through a VR User Interface (UI), wherein the at least one tag is presented at the corresponding first pixel location on the photographic image through the VR UI; receiving, from a VR controller operably connected to the terminal device, a confirmation user instruction when the VR controller detects a pointing operation at a tag of the at least one tag or an object corresponding to the tag in the VR UI, the photographic image being a 3-dimension photo, a 360-degree photo, or a 720-degree photo; in response to receiving the confirmation user instruction, determining a pixel location where the confirmation user instruction is pointing on the photographic image, and taking the pointed pixel location as a second pixel location of the tag; confirming one or more of the at least one tag in response to receiving one or more of the confirmation user instruction from the VR UI; and associating the confirmed one or more tags and the second pixel location of each of the one or more tags with the photographic image.

"13. The terminal device of claim 12, before identifying the at least one object in, the processor is further configured to perform: presenting the photographic image with a UI control for activating a tag service through the VR UI; and activating the tag service in response to the VR controller receiving an activation user instruction on the UI control; wherein the identifying the at least one object is performed upon the tag service being activated.

"14. The terminal device of claim 12, wherein the processor is further configured to perform: in response to receiving a tagging user instruction to one of the at least one object, adding a tag for the one of the at least one object according to information inputted by a user.

"15. The terminal device of claim 12, wherein the processor is further configured to perform: uploading to a server a user identifier of a current user, the image identifier, and the one or more tags.

"16. The terminal device of claim 15, wherein the processor is further configured to perform: sending to the server an opening request comprising the user identifier and the image identifier; receiving from the server the photographic image which is determined by the server according to the image identifier as well as each tag which is determined by the server according to the user identifier and the image identifier; and presenting the received photographic image; and in response to a display user instruction for presenting tags, presenting each received tag on the photographic image.

"17. The terminal device of claim 15, wherein the processor is further configured to perform: sending to the server a browse request comprising the user identifier; receiving from the server a set of tags associated with the user identifier and a set of thumbnail images of photographic images associated with the user identifier; presenting the set of tags and the set of thumbnail images; in response to a user instruction of selecting any of the set of tags, presenting one or more thumbnail images of one or more photographic images associated with the selected tag; in response to a user instruction of selecting any of the presented one or more thumbnail images, sending to the server an opening request comprising an image identifier of the selected thumbnail image; receiving from the server the photographic image which is determined by the server according to the image identifier; and presenting the received photographic image."

There are additional claims. Please visit full patent to read further.

For more information, see this patent: Joshi, Dhaval Jitendra. Image processing in a virtual reality (VR) system. U.S. Patent Number 11003707, filed May 28, 2019, and published online on May 11, 2021. Patent URL:
http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11003707.PN.&OS=PN/11003707RS=PN/11003707

Keywords for this news article include: Business, Software, Internet Companies, Tencent Technology (Shenzhen) Company Limited.

Document INTWKN0020210621eh6l00031

Tencent Technology (Shenzhen) Company Limited; Patent Issued for Information authentication method, apparatus, storage medium and virtual reality device based on virtual reality scenario (USPTO 11017121)

2,140 words
14 June 2021
Internet Weekly News
INTWKN
1406
English

2021 JUN 14 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- From Alexandria, Virginia, VerticalNews journalists report that a patent by the inventors Joshi, Dhaval Jitendra (Shenzhen, CN), Tang, Zuo Qi (Shenzhen, CN), Wang, Wei (Shenzhen, CN), filed on May 15, 2018, was published online on May 25, 2021.

The patent's assignee for patent number 11017121 is Tencent Technology (Shenzhen) Company Limited (Shenzhen, People's Republic of China).

News editors obtained the following quote from the background information supplied by the inventors: "

"This application relates to the field of computer technologies, and specifically, relates to an information authentication method, an apparatus, a storage medium and a virtual reality device based on a virtual reality scenario.

"Currently, many enterprises provide different products and services in a virtual scenario which facilitate creation of different commercialization models for a virtual reality (Virtual Reality, VR for short) scenario. Performing authentication on information in a virtual reality scenario requires an information authentication mechanism to be established for the virtual reality scenario. A related art process of establishing the information authentication mechanism is relatively complex.

"A reality scenario already has an information authentication method, but the information authentication method in the reality scenario has not been used in the virtual reality scenario, and performing the authentication on the information in the virtual reality requires the information authentication method to be re-established in the virtual reality scenario, which is relatively complex.

"For the foregoing problem of the information authentication method in the virtual reality in related technologies being complex, no effective solution has been provided currently."

As a supplement to the background information on this patent, VerticalNews correspondents also obtained the inventors' summary information for this patent: "It is an aspect to provide an information authentication method, an apparatus, a storage medium and a virtual reality device based on a virtual reality scenario to at least resolve a technical problem of an information authentication method in a virtual reality in related technologies being complex.

"According to an aspect of one or more example embodiments, there is provided a method. The method includes obtaining to-be-authenticated information in the virtual reality scenario. The method further includes sending the to-be-authenticated information to an authentication device in a reality scenario, wherein the authentication device is used for performing authentication on the to-be-authenticated information. The method further includes receiving, in the virtual reality scenario, an authentication result sent by the authentication device, wherein the authentication result indicates that the to-be-authenticated information is authenticated successfully or fails to be authenticated.

"According to other aspects of one or more example embodiments, there is provided an obtaining unit, a sending unit, and a receiving unit related to the method."

The claims supplied by the inventors are:

"1. An information authentication method based on a virtual reality scenario, the information authentication method comprising: controlling, by at least one processor, a virtual device according to an operation input by the user to the virtual device in the virtual reality scenario to scan an image presented to the user in the virtual reality scenario, the image encoding to-be-authenticated information the virtual device being rendered in the virtual reality scenario, and the virtual device and the virtual reality scenario being within a virtual reality world; decoding, by at least one processor, the image to obtain the to-be-authenticated information; sending, by at least one processor, the to-be-authenticated information to an authentication device in a reality scenario, the

authentication device being used for performing authentication on the to-be-authenticated information; and receiving, by at least one processor in the virtual reality scenario, an authentication result sent by the authentication device, the authentication result indicating that the to-be-authenticated information is authenticated successfully or fails to be authenticated, wherein the to-be-authenticated information is sent via an instant messaging application to the authentication device in the reality scenario.

"2. The method according to claim 1, wherein the decoding the image comprises: decoding, by at least one processor, the image in the virtual reality scenario; and the sending the to-be-authenticated information to an authentication device in the reality scenario comprises: searching, by at least one processor, for an API interface matching a type of the to-be-authenticated information in the virtual reality scenario; and sending, by at least one processor, the to-be-authenticated information to the authentication device through the API interface in the virtual reality scenario if the API interface matching the type is found.

"3. The method according to claim 1, wherein the decoding the image comprises: sending, by at least one processor, the image to a terminal, the terminal being used for decoding the image to obtain the to-be-authenticated information; and sending, by at least one processor, the to-be-authenticated information to an authentication device in a reality scenario comprises: searching, by at least one processor with the terminal, for an API interface matching a type of the to-be-authenticated information, and sending, by at least one processor, the to-be-authenticated information to the authentication device through the API interface if the API interface matching the type is found.

"4. The method according to claim 1, wherein the obtaining to-be-authenticated information in the virtual reality scenario further comprises: obtaining, by at least one processor with a terminal in the reality scenario, an image displayed in the virtual reality world and scanned by the virtual device, the image including the to-be-authenticated information in an encoded form; and decoding, by at least one processor, the image to obtain the to-be-authenticated information; and the sending the to-be-authenticated information to an authentication device in a reality scenario comprises: sending, by at least one processor with the terminal, the to-be-authenticated information to the authentication device.

"5. The method according to claim 4, wherein the sending the to-be-authenticated information to the authentication device comprises: searching, by at least one processor with the terminal, for an API interface matching a type of the to-be-authenticated information; and sending, by at least one processor, the to-be-authenticated information to the authentication device through the API interface if the API interface matching the type is found.

"6. The method according to claim 1, wherein the image comprises a two-dimensional barcode displayed in the virtual world.

"7. The method according to claim 4, wherein the image comprises a two-dimensional barcode displayed in the virtual world.

"8. An apparatus comprising: at least one memory configured to store computer program code; and at least one processor configured to access the at least one memory and operate according to the computer program code, the computer program code comprising: obtaining code configured to cause at least one of the at least one processor to control a virtual device according to an operation input by the user to the virtual device in the virtual reality scenario to scan an image presented to the user in the virtual reality scenario, the image encoding to-be-authenticated information, the virtual device being rendered in the virtual reality scenario, and the virtual device and the virtual reality scenario being within a virtual reality world; decoding code configured to cause at least one of the at least one processor to decode the image to obtain the to-be-authenticated information; sending code configured to cause at least one of the at least one processor to send the to-be-authenticated information to an authentication device in a reality scenario, the authentication device being used for performing authentication on the to-be-authenticated information; and receiving code configured to cause at least one of the at least one processor to receive, in a virtual reality scenario, an authentication result sent by the authentication device, the authentication result indicating that the to-be-authenticated information is authenticated successfully or fails to be authenticated, wherein the to-be-authenticated information is sent via an instant messaging application to the authentication device in the reality scenario.

"9. The apparatus according to claim 8, wherein the decoding code is configured to cause the at least one of the at least one processor to decode the image in the virtual reality scenario; and the sending code comprises: searching code configured to cause at least one of the at least one processor to search for an API interface matching a type of the to-be-authenticated information in the virtual reality scenario; and sending subcode configured to cause at least one of the at least one processor to send the to-be-authenticated information to the authentication device through the API interface in the virtual reality scenario if the API interface matching the type is found.

"10. The apparatus according to claim 8, wherein the decoding code is configured to cause the at least one of the at least one processor to send the image to a terminal, the terminal being used for decoding the image to obtain the to-be-authenticated information; and the sending code is configured to cause the at least one of the at least one processor to search, with the terminal, for an API interface matching a type of the to-be-authenticated information, and send the to-be-authenticated information to the authentication device through the API interface if the API interface matching the type is found.

"11. The apparatus according to claim 8, wherein the obtaining code comprises: obtaining subcode configured to cause at least one of the at least one processor to obtain, with a terminal in the reality scenario, an image displayed in the virtual reality world and scanned by the virtual device, the image including the to-be-authenticated information in an encoded form; and decoding code configured to cause at least one of the at least one processor to decode the image to obtain the to-be-authenticated information; and the sending code is configured to cause the at least one of the at least one processor to send, with the terminal, the to-be-authenticated information to the authentication device.

"12. The apparatus according to claim 11, wherein the sending code comprises: searching code configured to cause at least one of the at least one processor to search, with the terminal, for an API interface matching a type of the to-be-authenticated information; and sending code configured to cause at least one of the at least one processor to send the to-be-authenticated information to the authentication device through the API interface if the API interface matching the type is found.

"13. The apparatus according to claim 8, wherein the image comprises a two-dimensional barcode displayed in the virtual world.

"14. The apparatus according to claim 11, wherein the image comprises a two-dimensional barcode displayed in the virtual world.

"15. A non-transitory computer readable storage medium, storing a program which, when executed by a processor, performs operations comprising: controlling a virtual device according to an operation input by the user to the virtual device in the virtual reality scenario to scan an image presented to the user in the virtual reality scenario, the image encoding to-be-authenticated information, the virtual device being rendered in the virtual reality scenario, and the virtual device and the virtual reality scenario being within a virtual reality world; decoding the image to obtain the to-be-authenticated information; sending the to-be-authenticated information to an authentication device in a reality scenario, the authentication device being used for performing authentication on the to-be-authenticated information; and receiving, in the virtual reality scenario, an authentication result sent by the authentication device, the authentication result indicating that the to-be-authenticated information is authenticated successfully or fails to be authenticated, wherein the to-be-authenticated information is sent via an instant messaging application to the authentication device in the reality scenario."

There are additional claims. Please visit full patent to read further.

For additional information on this patent, see: Joshi, Dhaval Jitendra. Information authentication method, apparatus, storage medium and virtual reality device based on virtual reality scenario. U.S. Patent Number 11017121, filed May 15, 2018, and published online on May 25, 2021. Patent URL: http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.htm&r=1&f=G&l=50&s1=11017121.PN.&OS=PN/11017121RS=PN/11017121

Keywords for this news article include: Business, Computers, Conglomerates, Internet Companies, Tencent Technology (Shenzhen) Company Limited.

Document INTWKN0020210614eh6e00051

DOW JONES NEWSWIRES

Tencent's Growth in 2021 Could Be Supported by Gaming, Advertising -- Market Talk

140 words
9 June 2021
13:05
Dow Jones Newswires Chinese (English)
RTNW
English

0602 GMT - Tencent Holdings' growth this year will likely be supported by its gaming segment and advertising revenue, Bocom International says. Tencent could outpace the mobile-game industry's average growth, thanks to its top games and launches of some new titles in 2H, it says, forecasting the Chinese company's domestic mobile-game billings to jump 20% in 2021. Advertising revenue could rise 23% this year, driven by a larger proportion of video ads. Tencent's investments in areas including games and short videos bode well for its long-term expansion, it adds, reiterating a buy rating and HK$801 target price. Shares rise 0.2% to HK$602. (clarence.leong@wsj.com)

(Delayed by 1 hour)

(END) Dow Jones Newswires

09-06-21 0735GMT

Document RTNW000020210609eh6900076

Business

Tencent Is Sued Over 'Harmful' Gaming Content for Minors as Revised Law Takes Effect

Xu Wei
224 words
2 June 2021
Yicai Global
YICAIG
English

(Yicai Global) June 2 -- Chinese internet giant Tencent Holdings is being taken to court over alleged inappropriate children's content on its popular mobile battle arena game Arena of Valor in the first such lawsuit to be filed by a public interest group after a newly revised law on minors' protection came into effect on Children's Day yesterday.

The age threshold for players of Arena of Valor, also known as Honor of Kings which boasts more than 100 million daily active users, has dropped to 12 from 18 since 2016, the Beijing Teenagers Legal Aid and Research Center said.

Yet the graphics are borderline pornographic with scantily dressed characters and are totally unsuitable for kids, the not-for-profit organization said. Its online lucky draws and chatting channels are aimed at weakening teenager's self-control and could lead to addiction.

The revised law has added new chapters to safeguard the wellbeing of children to address a new set of emerging social problems, such as internet addition, improper online content, school bullying, and legal guardians failing to fulfill their duties.

Tencent's stock price [HKG:0700] closed up 0.08 percent today at HKD628.50 (USD81) per share.

Editor: Kim Taylor

Click here to view image.

Document YICAIG0020210602eh6200009

South China Morning Post

Business
Gaming firms' merger puts spotlight on Tencent

Josh
1,685 words
29 May 2021
South China Morning Post
SCMP
3
English

In the second of a series on Beijing's antitrust investigations into the nation's technology sector, we look at the latest developments in the world's largest video game market

When Huya and Douyu, China's two biggest video game live-streaming platforms, agreed to merge last October, the plan was to create a US$10 billion giant with almost 300 million mobile monthly active users, worthy of taking on Amazon.com's streaming service Twitch.

The merger, which was expected to wrap up early this year, hit a snag amid China's ongoing antitrust crackdown led by the State Administration for Market Regulation (SAMR), which is reviewing the deal. At issue is the concentration in market power that merger would give to Tencent Holdings, which runs the world's largest video gaming business by revenue and China's biggest social media platform WeChat.

Shenzhen-based Tencent - which had a 43 per cent share of China's video gaming market in 2020, according to market research firm Niko Partners - owns a 37 per cent stake in Huya and a 38 per cent interest in Douyu. It would own about 67 per cent of the merged entity, while adding more users to its ecosystem in the world's largest video game market.

"The merger will greatly diminish competition in the video game live-streaming market in terms of creating a horizontal monopoly," said You Yunting, a senior partner at Shanghai DeBund Law Offices, who is not involved in the transaction.

"From the view of a vertical monopoly, the merger will give Tencent an unfair advantage from operating online games to live-streaming them."

Beijing's antitrust crackdown, which began in earnest last November with inquiries into the business practices of the world's largest financial technology enterprise, is widely speculated to be shifting its focus to online music and video gaming, sectors in which Tencent has a significant market share.

SAMR slapped Alibaba Group Holding, owner of the Post, with a record fine of 18.2 billion yuan (HK$22.1 billion) in April for breach of the anti-monopoly law. It has since pursued investigations into delivery service giant Meituan and online housing broker KE Holdings.

While no one is suggesting that the Huya-Douyu merger could be called off, that has put the transaction - the largest of its kind in China's video gaming industry - on low gear.

"The timing for this deal to be closed depends on the approval process by the relevant Chinese regulators," Douyu founder and chief executive Chen Shaojie said during the Nasdaq-listed company's earnings call on May 18. He maintained the merger "is on track".

While antitrust authorities are concerned that the merger would give Tencent an overwhelming lead in China's video gaming market, they are willing to settle for approval subject to conditions, according to a Reuters report in March, citing people with knowledge of the matter.

With the video gaming market generally driven by a succession of new hit titles, the industry encourages increased competition between a growing number of developers to quickly bring the next blockbuster to market. But some analysts see the game live-streaming market as a field where anti-competitive practices could emerge.

Tencent's outsize position in the industry raises questions on how much more it would gain from the Huya-Douyu merger. The Hong Kong-listed company already owns stakes in US-based developers Riot Games, Epic Games and Activision Blizzard, as well as South Korea's Krafton and Japanese company Marvelous.

The firm continues to grow organically as well as through mergers and acquisitions. It has already closed more than 50 video game-related deals as of May this year, according to a Niko report. It said Tencent on average "closed one deal every 2.5 days in 2021".

In its quest for global gaming domination, Tencent continues to invest in a "silent" manner, according to the report. That means its portfolio companies are not rebranded, allowing these firms to continue operating in the ways "that made them attractive to Tencent in the first place".

That has helped fuel opposition to the Huya-Douyu merger.

"When Tencent extends its market-dominant status to the video game live-streaming area, it runs the risk of violating antitrust laws," You of Shanghai DeBund Law Offices said.

The merger would give Tencent a firm grip on development, publication and distribution of a vast number of video games from various units, as well as live-streaming games in the industry's biggest market.

Tencent did not immediately respond to a request for comment.

Chinese regulators now find themselves playing catch-up to old deals that enabled Tencent to gain dominance in a specific sector, according to Angela Zhang, associate professor of law at the University of Hong Kong.

"I can understand why [China's] antitrust authority has an interest in vetting [the Huya-Douyu] deal and wants to impose some remedies, as the authority should have intervened [earlier] when Tencent acquired stakes in these companies," Zhang said.

Amid speculation that the firm would be regulators' next target, Tencent founder and chief executive Pony Ma Huateng emphasised the social good his company was achieving, according to an interview published last month by Southern Weekly. The report was published after Tencent pledged to spend 50 billion yuan on curing societal problems and improving China's rural economy.

Days after that interview's publication, SAMR imposed a fine of 500,000 yuan each on Tencent, Didi Chuxing and eight other major internet companies for breaching China's anti-monopoly law, according to a statement from the regulator. The firms failed to report the acquisition of smaller competitors and the creation of new joint ventures. Those deals, however, were not found to have the effect of excluding or restricting competition.

Based on antitrust guidelines updated in 2018, companies must seek approval for mergers and acquisitions involving firms with annual revenue of more than 10 billion yuan globally, or 2 billion yuan in China.

Still, Tencent scored an important legal win in April over fast-growing video gaming rival ByteDance, the tech unicorn that runs popular short-video-sharing apps TikTok and Douyin.

The Guangzhou Intellectual Property Court ordered the ByteDance app called Douyin Huoshan Version, a short-video and live-streaming platform, to cease incentivising users to live-stream Tencent's Honour of Kings, the world's most popular role- playing mobile game. It also ordered ByteDance to pay 8 million yuan as compensation to Tencent for violating copyright.

Earlier this month, ByteDance said it would appeal that decision, asserting that Douyin Huoshan did not infringe any intellectual property rights and that users owned the copyright of the content they created.

Enforcement of intellectual property rights to restrict competition in the video game industry may be a delicate area for authorities to resolve antitrust cases, according to Charles Yu, an associate at international law firm Pillar Legal.

"Gaming is more IP-focused," Yu said. "Note that intellectual property right is a proprietary right, namely the owner of IP can decide whatever they want to use its own IP. So the boundary between monopoly and exercising the IP owner's right is vague.

"As a result, regulators might be very cautious in pursuing a monopoly investigation in the video game industry."

If precedents are anything to go by, a case won by NetEase a few years ago bodes well for Tencent's chances at fighting video- gaming-related antitrust charges.

In December 2019, the High People's Court of Guangdong province decided in favour of NetEase, China's second-largest video game company, against an appeal filed by social media and entertainment platform operator YY, now known as Joyy, a Nasdaq-listed company, to overturn its ruling in 2017.

The court found YY guilty of infringing NetEase's copyright of online game Fantasy Westward Journey II and ordered it to pay 20 million yuan as compensation. YY, which also operated Huya, broadcast the game on the two platforms without authorisation, according to NetEase, which filed the original lawsuit in 2014. The case has some similarities with the ongoing dispute between Tencent and ByteDance.

The court also ruled NetEase did not qualify as having a dominant market status, so it was not subject to anti-monopoly laws.

While the spectre of a major antitrust inquiry looms, Tencent remains focused on new industry developments. James Mitchell, Tencent's chief strategy officer, said in a conference call with analysts on May 20 that the firm was looking to continue investing in marketing, publishing, as well as experimental games and "frontier technologies" like cloud gaming.

Some analysts indicated that regulators could be overreaching if they started an antitrust crusade in the video gaming industry.

"The online game industry has different characteristics from e-commerce and food delivery, where dominance in users, merchants and logistics can easily translate into unfair scale advantages," said Vey-Sern Ling, a senior analyst at Bloomberg Intelligence. "Games, similar to movies … tend to be content-driven, which is why we often see great successes from small independent studios."

Shanghai-based developer miHoYo, for example, stole the thunder from industry giants last year when its free-to-play game, Genshin Impact, became the biggest international launch of a Chinese game in history.

"It is hard to predict what SAMR would do, but I think if they would like to rein in Tencent's dominance, it is more likely that they will tackle the company's huge social mobile ecosystem than its gaming business," Ling of Bloomberg Intelligence said.

Despite all the market speculation, an antitrust action against Tencent may not be on the cards.

"In 2021, it seems unlikely SAMR will conduct an antitrust investigation into the gaming industry following its action against Alibaba and Meituan," Yu said.

"Platforms like Taobao and Meituan affect many aspects of people's daily lives, such as eating, travelling and daily shopping.

"And from that perspective, the game industry seems much less important."

Yejosh.ye@scmp.com

Document SCMP000020210528eh5t0000m

THE WALL STREET JOURNAL.

Heard on the Street
Markets

Tencent Earnings Power Through Tech Crackdown; The gaming company's shares have been pummeled along with the rest of the Chinese tech sector, but its latest results show the doom may be overdone

By Jacky Wong
429 words
20 May 2021
17:42
The Wall Street Journal Online
WSJO
English

Regulatory concerns have clouded the outlook for the world's largest gaming company lately. But the latest results for Tencent show it's still playing the game well.

On Thursday the Chinese company reported a 25% year-over-year increase in revenue for the quarter ending in March, above analysts' estimates on S&P Global Market Intelligence. Its profit grew 65%, also beating expectations. That was padded by nearly $3 billion of gains coming from portfolio investments.

The boost from the pandemic is surely fading for Tencent but it doesn't look like the company is suffering much of a hangover. Revenue growth from smartphone games has slowed from last year's exceptionally high rate, but still managed to increase 19% year-over-year. Tencent's Honour of Kings and Peacekeeper Elite have continued to be China's most popular mobile games month after month. Recently launched game Moonlight Blade Mobile is also doing well. Revenue from abroad continued to increase. Its PUBG Mobile remained one of the top grossing games in the world.

Tencent's cloud business has also extended its winning streak. Revenue at its fintech and business services division, which includes its cloud business, grew 47% from a year earlier last quarter. This is partly due to including the revenue from Bitauto, a car website Tencent acquired last year. The segment has also become more profitable: gross margin was 32% last quarter, the highest since separate results for the segment became available in 2018.

Tencent's stock has lost a fifth of its value—nearly $200 billion—from its January peak as sharply higher regulatory scrutiny has sunk the whole Chinese tech sector. Alibaba, which was hit by a record $2.8 billion fine for anticompetitive behavior, has lost a third of its value since October.

Tencent has fared relatively better on the regulatory front so far, but risks are also emerging. Its music division said this week it's under increased regulatory scrutiny from authorities. Its advertising business may also be affected by tighter regulations on the education sector, which is a big online advertiser.

Investors have probably been assuming the worst about the company's regulatory risks. These good results may provide a much-needed lift to Tencent's share price.

Write to Jacky Wong at JACKY.WONG@wsj.com

Tencent Earnings Power Through Tech Crackdown

Document WSJO000020210520eh5k001rx

Finance

Tencent Posts Estimate-Beating 65% Jump in First-Quarter Profit on Gaming Revenue

Xu Wei
418 words
20 May 2021
Yicai Global
YICAIG
English

(Yicai Global) May 20 -- Tencent Holdings reported a better-than-expected 65 percent leap in first-quarter profit from a year earlier, which the internet giant attributed to increased revenue from value-added services and online mobile gaming.

Net profit was CNY47.8 billion (USD7.42 billion) in the three months ended March 31, the Shenzhen-based firm said in a statement released today, versus a market consensus for CNY35.5 billion, according to Refinitiv data. Revenue jumped 25 percent to CNY135.3 billion, beating expectations for CNY134.4 billion.

“During the first quarter, we delivered solid growth across our businesses while continuing to enhance our products and services,” Chairman and Chief Executive Pony Ma said.

The sturdy earnings results come after Tencent was fined CNY1.5 million (USD233,000) last month by the State Administration for Market Regulationfor not submitting past mergers and acquisitions for proper antitrust review.China has been clamping down on monopolistic behavior by its internet firms since late last year. E-commerce titan Alibaba Group Holding was handed a record CNY18.2 billion (USD2.83 billion) penalty in early April.

In Hong Kong trading today, Tencent’s shares [HKG: 0700] inched up 0.3 percent to close at HKD609 (USD78.45) each. The benchmark Hang Seng Index retreated 0.5 percent.

Tencent’s income from value-added services jumped 16 percent to CNY72.4 billion in the March quarter, while games revenue gained 17 percent to CNY43.6 billion, primarily due to a surge in mobile gaming income worldwide, including from Honour of Kings, PUBG Mobile, and Peacekeeper Elite.

“We are stepping up our investment in areas including business services and enterprise software, high-production-value games, and short-form video,” Ma said in the statement.

Social network revenue jumped 15 percent to CNY28.8 billion due to moderate growth from digital content subscriptions as well as from in-game virtual item sales.

Revenue from online advertising surged 23 percent to CNY21.8 billion for the quarter, reflecting higher demand from categories such as e-commerce platforms, education and fast-moving consumer goods.

As of March 31, the number of monthly active users of Tencent’s WeChat messaging app rose 3.3 percent from a year earlier to 1.24 billion, while mobile device MAUs of QQ, an instant messaging app, slumped 12.6 percent to 606.4 million.

Editor: Peter Thomas

Click here to view image.

Document YICAIG0020210520eh5k0002u

Tencent to the power of X: Xbox partnership promises “new gaming experience”

428 words
18 May 2021
21:49
MarketLine News and Comment
DTMNTR
English

Timi Studios, a subsidiary of Chinese tech titan Tencent, and Microsoft-owned Xbox Game Studios have announced a “strategic partnership” that will see them jointly create new games. The details of the venture are sparse, but the combined forces of these two gaming giants could involve a mobile spin on several Xbox franchises.

In a press release, the companies announced that "through this strategic cooperation, Timi Studios will enter into a multi-layered and in-depth partnership with Xbox Game Studios to jointly create excellent game content and bring a brand new game sensory experience to players." Further details on the partnership are set to be announced by the end of this year.

China's Timi Studios generated a revenue of $10bn last year, making it the world's largest developer according to Reuters. It is known for its work on mobile games including Call of Duty: Mobile, the highly-anticipated Pokémon Unite and a collection of multiplayer online battle arena titles such as Honor of Kings and Arena of Valor.

Meanwhile, Xbox Game Studios owns an arsenal of popular games, including Halo, Minecraft, Forza and Gears of War, to name only a few.

A partnership between the two companies could help Timi build a name globally by converting its mobile titles into console plays for Microsoft's Xbox. Speculations over mobile versions for Xbox's most popular games have also been circulating. So far, Microsoft has not dipped a whole lot into the mobile gaming market. However, a partnership with Tencent's top mobile studio hints towards a potential step in this direction.

Mobile gaming experienced a boom over the past year and a half as people were locked inside their homes due to the pandemic. In January, Verdict reported that PUBG Mobile - the immensely popular battle royale title from Tencent - generated $2.6bn revenues in 2020, making it the highest-grossing mobile game of the year.

Online and mobile gaming are major emerging themes in the gaming industry. With the increased maturity of streaming, cloud services and mobile technology, more and more gamers are turning to their cell phones for new gaming experiences.

Tencent tops the thematic screen of GlobalData's gaming sector scorecard. The company is strong in most emerging themes in this market, including mobile gaming, esports, game development, virtual and augmented reality. Following this partnership with Microsoft, the company will likely further establish its dominance in the industry not only in China but globally.

E5F86D15-17D6-4816-A0E1-828C08A243FE

Document DTMNTR0020210520eh5i0001o

Economics
Chinese techno giant Tencent joined the owners of the Finnish gaming house Remedy* TRANSLATED ***

162 words
18 May 2021
STT
STTEN
English

Chinese technology giant Tencent has bought 500,000 shares in the Finnish gaming company Remedy, which means 3.8 percent of the company's shares.

According to Remedy, Tencent acquired the shares from Accendo Capital Fund, which after the transaction owns 14 percent of Remedy’s shares. Remedy's CEO Tero Virtala states in the press release that the transaction was made on the capital market between Accendo and Tencent and has no connection with Remedy's commercial operations.

However, news of a large-shouldered Chinese shareholder put Remedy’s stock price up and running. Its share ended with an increase of more than 11 percent and EUR 47.3 when the stock exchange closed.

Tencent is the main owner of the Finnish gaming house Supercell. Last year, the Chinese company's turnover was more than 60 billion euros.

*** DISCLAIMER: THIS IS AN AUTOMATED TRANSLATION FROM FINNISH ***

Document STTEN00020210518eh5i009st

Economics
Chinese techno giant Tencent bought a real dose of shares in the Finnish gaming house Remedy* TRANSLATED ***

309 words
18 May 2021
STT
STTEN
English

News of a large-shouldered Chinese shareholder put Remedy’s stock price up and running.

Chinese technology giant Tencent has bought 500,000 shares in the Finnish gaming company Remedy, which means 3.8 percent of the company's shares.

According to Remedy, Tencent acquired the shares from Accendo Capital Fund, which after the transaction owns 14 percent of Remedy’s shares.

Tero Virtala, CEO of a Finnish gaming house, states in the press release that the transaction was made on the capital market between Accendo and Tencent and has no connection with Remedy's commercial operations.

- We are naturally aware of Tencent's extensive expertise in the field, and we are proud of their interest in Remedy and are pleased to welcome Tencent as a new shareholder, Virtala continues.

Tencent's Executive Vice President Bo Wang says that Remedy has been under Tencent's follow-up for a long time, and the Finnish company's evidence has been convincing.

- We are looking forward to using our knowledge of the field to support Remedy in the future, he says.

At Remedy's opening price of 42.6 euros on Tuesday, the value of the share transaction would be more than 21 million euros. However, news of a large-shouldered Chinese shareholder put Remedy’s stock price up and running. Its share ended with an increase of more than 11 percent and EUR 47.3 when the stock exchange closed.

Tencent is also the main owner of the Finnish gaming house Supercell. Tencent’s multifunctional app, Wechat, is particularly popular in China, with more than 1.2 billion monthly users worldwide. Last year, the Chinese company's turnover was more than 60 billion euros.

*** DISCLAIMER: THIS IS AN AUTOMATED TRANSLATION FROM FINNISH ***

Document STTEN00020210518eh5i009n9

Tencent in talks to keep US gaming stakes

Reuters
194 words
7 May 2021
The Standard
HKIMAL
English

Tencent (0700) is said to be negotiating with a national security-focused panel in the United States to allow it to keep ownership stakes in US video game developers Riot Games and Epic Games.

The panel that Tencent is meeting, the Committee on Foreign Investment in the United States, has the authority to order the Chinese technology giant to divest its American holdings, and the talks appears to have been going on since the second half of last year.

The issue for the panel is whether the handling by Riot Games and Epic Games of the personal data of their users constitutes a national security risk because of their Chinese ownership.

Tencent bought a majority stake in Riot Games in 2011 and acquired the rest of the company in 2015.

Riot Games is the developer of League of Legends, one of the world's most popular desktop-based games.

Tencent holds a 40-percent stake in Epic Games, the maker of popular video game Fortnite.

Tencent is negotiating risk-mitigation measures with the committee so it can hold on to both investments.

Source : The Standard.

Document HKIMAL0020210506eh5700006

Extra
Google pressed over staff firing claims; Tencent seeks to keep US gaming stakes

Hassan Aftab
832 words
6 May 2021
SNL Financial Extra
SNLFE
English

TOP NEWS IN TMT

* National Labor Relations Board Acting General Counsel Peter Sung Ohr said Google LLC "arguably violated" federal labor law as it "unlawfully" terminated three activist staffers, Bloomberg News reported. A Google spokesperson reportedly said the staffers were involved in disseminating confidential client and business information.

* Tencent Holdings Ltd. and the Committee on Foreign Investment in the United States are in talks over potential deals that may enable Tencent to retain its ownership interests in American video game developers Epic Games Inc. and Riot Games Inc., Reuters reported, citing sources. The company reportedly aims to reach risk-mitigation measures in the negotiations, which have been going on since the second half of 2020.

➢ Facebook oversight board's Trump ban ruling leaves more questions unanswered

A ruling by Facebook Inc.'s oversight board that partially upholds the company's suspension of former U.S. President Donald Trump is likely to please few and solve little, but it will require the company to clarify its policies, analysts said.

➢ Supply Chain: Intel's new spending in New Mexico will not clear current chip shortage problem

Intel Corp. is expanding investments at its New Mexico operations to include a new 3D packaging technology. That will not help clear the current chip shortage, which has followed a drop in U.S. imports of chip-making equipment.

➢ Technology: Traditional media players have options in $187B video gaming industry

Cloud gaming, esports and adaptations of intellectual property are potential revenue streams inside an industry that grew 2020 global revenue 21.5% year over year.

TECHNOLOGY

* The Senate Commerce Committee will discuss on May 12 a bipartisan bill that seeks to boost U.S. leadership in scientific and technological innovation, Reuters reported, citing sources. The Endless Frontier Act calls for establishing a directorate that would receive $100 billion over five years for investment and research in areas including robotics and AI.

* Zynga Inc. agreed to acquire 100% of mobile games-based advertisements monetization platform Chartboost Inc. in a cash deal worth about $250 million. Zynga expects to close the transaction in the third quarter.

* GoDaddy Inc. tapped Mark McCaffrey, former head of the U.S. technology, media and telecom sector at PricewaterhouseCoopers LLP, as the company's new CFO, replacing Ray Winborne. GoDaddy also appointed Michele Lau, former senior vice president at McKesson Corp., as chief legal officer, replacing Nima Kelly.

INTERNET AND OTT

* Fox Corp., via a subsidiary, agreed to acquire Outkick Media LLC, a digital media platform offering sports, opinion, politics and pop culture content. Separately, Fox Corp. CFO Steven Tomsic said the company expects to achieve roughly a $350 million to $400 million EBITDA positive impact by releasing the NFL's "Thursday Night Football" package a year early.

* Internet companies Google, Facebook and Twitter Inc. may be fined in Russia for refusing to take down prohibited content, Tass reported. Google and Facebook could be fined 20 million Russian rubles each, while Twitter could be hit with an additional 24 million rubles fine.

* Google CEO Sundar Pichai expects nearly 60% of the company's staff to work in the office a few days per week, Bloomberg News reported, citing the executive's statements. The company will reportedly allow an additional 20% of staff to relocate to other offices and the other 20% to permanently work remotely.

* Facebook unveiled Facebook Neighborhoods, a dedicated space in its app that helps users connect with their neighbors, partake in the local community and discover new places in their locality. The feature is available in Canada, and will start launching in certain U.S. cities soon.

* Twitter announced content agreements with Billboard, Comcast Corp.'s NBCUniversal Media LLC, the National Hockey League LP and Major League Baseball, The Hollywood Reporter reported, citing an announcement at the NewFronts advertising event.

* Twitter began rolling out an improved version of prompts across Android and iOS that encourage users to stop and make sure the tweet they are about to send is not harmful or offensive.

FILM AND TV

* As the pay TV universe continues to shrink amid cord cutting, Sinclair Broadcast Group Inc. believes the forthcoming direct-to-consumer app for its regional sports networks will provide revenue opportunities to help counter those trends. At year-end 2020, Sinclair had 52 million regional sports network subscribers, of which 35 million households are unique.

* Walt Disney Television's President of Entertainment Craig Hunegs decided to leave The Walt Disney Co. at the end of this month, Variety reported, citing an internal memo. In December 2020, Hunegs, Disney Television Studios President at the time, became president of entertainment for Walt Disney Television.

Click here for a summary of indexes on the MI platform.

The Daily Dose has an editorial deadline of 8:00 a.m. ET. Some external links may require a subscription. Links are current as of publication time, and we are not responsible if those links are unavailable later.

Document SNLFE00020210507eh56000p5

EXCLUSIVE-China's Tencent in talks with U.S. to keep gaming investments -sources

697 words
6 May 2021
03:54
Reuters News
LBA
English

May 5 (Reuters) - Tencent Holdings Ltd is negotiating agreements with a U.S. national security panel that would allow it to keep its ownership stakes in U.S. video game developers Riot Games and Epic Games, according to people familiar with the matter.

Tencent has been in talks with the Committee on Foreign Investment in the United States (CFIUS), which has the authority to order the Chinese technology giant to divest U.S. holdings, since the second half of last year, the sources said.

CFIUS has been looking in to whether Epic Games' and Riot Games' handling of the personal data of their users constitutes a national security risk because of their Chinese ownership, the sources added.

Tencent owns a 40% stake in Epic Games, the maker of popular video game Fortnite. Tencent also bought a majority stake in Riot Games in 2011 and acquired the rest of the company in 2015. Riot Games is the developer of "League of Legends," one of the world's most popular desktop-based games.

Tencent is negotiating risk-mitigation measures with CFIUS so it can keep its investments, according to the sources. The details of the proposed measures could not be learned. They typically involve ringfencing the owner of a company from operations that have national security implications. They often call for the appointment of independent auditors to monitor the implementation of these agreements.

One of the sources said Epic Games has not been sharing any user data with Tencent.

The sources cautioned there is no certainty that Tencent will clinch deals to keep its investments and asked not to be identified because the matter is confidential.

Tencent, Epic Games and a CFIUS representative at the U.S. Treasury Department declined to comment.

A Riot Games spokesman said the Los Angeles-based company operates independently of Tencent and that it has implemented "industry-leading practices" to protect player data. He declined to comment on Riot Games' discussions with CFIUS.

CFIUS has been cracking down on Chinese ownership of U.S. technology assets in the last few years, amid an escalation in tensions between Washington and Beijing over trade, human rights and the protection of intellectual property. U.S. officials have expressed concerns that the personal data of U.S. citizens could end up in the hands of China's Communist Party government.

President Joe Biden's administration has maintained the hawkish stance against China inherited in January from his predecessor Donald Trump, albeit with more of a focus on geopolitical issues such as the future of Taiwan and Hong Kong, as well as China's persecution of the Uyghurs in Xinjiang.

Yet many key CFIUS roles have not yet been staffed. This has provided a reprieve to China's ByteDance, which was ordered by Trump last year to sell its popular short video app TikTok but balked at a transaction that would have involved Oracle Corp and Walmart Inc. CFIUS has not sought to enforce the divestiture order under Biden.

Epic is locked in a legal fight with Apple Inc over access to the iPhone maker's app store. It alleges that Apple forces developers to use its in-app payment systems - which charge commissions of up to 30% - and to submit to app-review guidelines that discriminate against products that compete with Apple's own.

Apple argues that Epic Games broke their contract when it introduced its own in-app payment system in Fortnite to circumvent Apple's commissions. It says the way it runs the app store inspires trust in consumers to open up their wallets to unknown developers.

Tencent's vast businesses include video games, content streaming, social media, advertising and cloud services. China has in recent months sought to curb the economic and social power of Tencent and other internet companies such as Alibaba Group Holding Ltd, in a clampdown backed by President Xi Jinping. Reuters reported last week that Beijing was preparing a substantial antitrust fine for Tencent. (Reporting by Echo Wang in Miami and Greg Roumeliotis in New York Editing by Matthew Lewis)

Released: 2021-5-5T23:24:05.000Z

Document LBA0000020210505eh5505acv

Tencent`s Gaming Revenues Tripled in Five Years and Hit $24.1B

647 words
4 May 2021
M2 Presswire
MTPW
English

Over the past decade, the Chinese tech giant and one of the largest video game conglomerates in the world, Tencent Holdings, has invested heavily in developing its gaming business.

With ownership stakes in several US video game developers and publishers, today the company owns some of the world's most popular games generating huge profit each year.

According to data presented by SafeBettingSites.com, Tencent`s gaming revenues tripled in the last five years, reaching an all-time high of $24.1 billion in 2020.

Gaming Revenues Jumped by 36% YoY Amid Pandemic

Although best known for WeChat or also called China's "app for everything," video games have been Tencent's largest revenue stream.

Today, Tencent's gaming empire includes mobile gaming titles like PUBG Mobile, Peacekeeper Elite and Honor of Kings. However, the Chinese conglomerate also controls stakes in some of the world's most popular games, including League of Legends, Fortnite, and Clash of Clans.

Between 2010 and 2017, Tencent`s online gaming revenues increased ten times, rising from $1.5bn to $15.1bn. However, the revenue growth significantly slowed down in 2018 after the company got a nine-month game licensing freeze from China's State Administration of Press and Publications. Statistics show online gaming revenues amounted to over $16bn that year, a modest 5% increase year-over-year.

The licensing approvals resumed in early 2019, with revenues rising to $17.7bn by the end of the year. However, statistics show that 2020 witnessed the biggest gaming revenue growth in the company`s history, as the entire gaming industry surged amid the lockdowns. On top of that, the tech giant launched four new mobile titles during Q4 2020 in China, known as the goldmine of online gaming, and set a few new records for its gaming titles.

While Honor of Kings remained the top-grossing mobile game worldwide, PUBG Mobile ranked as the most popular mobile game worldwide by monthly active users.

Also, Call of Duty Mobile showed the highest DAU for a game launched in 2020, while League of Legends attracted over 45 million peak concurrent players for the 2020 World Championship Finals, a new record for an eSports event.

As a result, Tencent`s gaming revenues exploded and hit $24.1bn last year, an impressive 36% increase year-over-year. The company`s earnings report revealed this made up one-third of the Chinese tech giant's annual revenue.

PUBG and Honor of Kings Generated $3.2B in Revenue Last Year

In a country with over 660 million gamers, the gaming market in China is huge and lucrative, and most consumers are highly engaged in mobile gaming.

As the world`s most popular mobile game by monthly active users, PlayerUnknown's Battlegrounds was Tencent`s top-grossing gaming app in 2020 with $1.75 billion in revenue across the Apple App Store and Google Play. Statistics show the multiplayer battle royale game was also Tencent's most downloaded mobile gaming title of the year, reaching 223.3 million downloads in 2020. Honor of Kings ranked second with $1.48 billion in revenue and close to 25 million downloads.

Moonlight Blade ranked as Tencent`s third-most profitable gaming app with $158.2 million in revenue last year, deep below the two leading titles.

Read the full story here:
https://www.safebettingsites.com/2021/05/03/tencents-gaming-revenues-tripled-in-five-years-and-hit-241b/

Contact: Adam Grunwerg

Psychic Ventures Ltd

St Magnus House

3 Lower Thames Street

London

EC3R 6HD

adam@psyventures.com

www.safebettingsites.com

Document MTPW000020210504eh5400691

South China Morning Post

AsiaWorld

Tencent founder Pony Ma emphasises company's investment in social value amid increasing antitrust and gaming scrutiny

920 words
23 April 2021
scmp.com
SCMCOM
English

* Tencent CEO Pony Ma told a Chinese newspaper that Tencent is investing in 'creating sustainable social value' for China, emphasising education and health care

* Tencent has been facing increased scrutiny over its dominance in gaming and social media, leading it to create a new business group focused on social value

Tencent Holdings founder and CEO Pony Ma Huateng is emphasising the social good his company is achieving amid rising scrutiny over the company's possible monopoly power in the video game and social media industries, where it dominates by a sizeable lead.

The 49-year-old billionaire, who has kept a low profile in recent years, granted a rare interview published on Thursday to Southern Weekly, a Guangzhou-based newspaper. Ma told the paper that Tencent is committed to "creating sustainable social value" for China and will be a "good" tech company.

"Technology is a capability. To be good is a choice," Ma said. "Over the past 23 years, Tencent has managed to come this far because society and our country have provided support that allowed Tencent to continuously grow."

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

The interview was published after Tencent pledged this week to spend 50 billion yuan (US$7.7 billion) on curing societal problems and improving China's rural economy amid speculation that it could be the next target for Beijing's Big Tech crackdown after the government fined Alibaba Group Holding, the owner of South China Morning Post, a record 18.2 billion yuan and demanded a complete restructuring of its fintech affiliate Ant Group.

Ma, who had no public appearances for more than 18 months before showing up at the National People's Congress (NPC), a parliamentary gathering in Beijing in March, said Tencent is aware of the scrutiny of its businesses, including its gaming operations. Tencent is the world's largest gaming company by revenue, which amounted to 156 billion yuan last year.

"We feel that users have more expectations. Concerning antitrust, privacy protections, the prevention of big data price discrimination, and so on, we, as users, share these concerns," Ma said. "For instance, with our gaming business, we know there are a lot of doubts."

Gaming addiction among minors, which has long been an issue for regulators in China, was recently brought into the spotlight again when President Xi Jinping raised it during the NPC meeting last month.

Ma said Tencent is actively combating video game addiction among teenagers, having enforced a playtime curfew since 2019 for underage gamers who are, by law, only allowed to play for 90 minutes each day on weekdays. Tencent is forcefully logging out 17 million underage gamers every day, he said.

This month, Tencent was among 34 Big Tech companies that were lectured by Beijing authorities – including the State Administration of Market Regulation, the China Cyberspace Administration, and the State Taxation Administration – and told to learn a lesson from Alibaba's recent penalty. All the companies, Tencent included, made public statements pledging to adhere to laws and regulations.

The interview did not address this or other recent sensitive topics plaguing the company, such as the executive's visit to antitrust authorities in Beijing in March, which the company called voluntary and a normal occurrence. Nor was Ma asked about former Tencent vice-president Zhang Feng's involvement with Sun

Lijun, a former vice-minister at the Ministry of Public Security who has been under investigation since April 2020 over the sharing of personal data.

Instead, the interview focused on Ma's views on charity, and the entrepreneur offered some insight into what Tencent was doing to meet its new-found social responsibilities.

Ma said Tencent has a new division called the "sustainable social value business group", differing from how many other billionaires in China, including Alibaba founder Jack Ma (no relation), handle philanthropy, which is through private foundations or trusts.

The division will go beyond traditional philanthropy and invest seriously in "social value", according to Ma, who admitted the term is not currently well defined.

"We have a series of problems we have to solve," he said. "How do we quantify each business group's contribution to social value? How do we fairly incentivise employees? Should this be their key performance indicator?"

Ma also said he believes his company needs to do more work in education and health care.

"Education and health care are not only commercial services, but also public and universal ones," he said. "So on top of commerce, what can we do to play our role? What can we do in terms of pension and health in an ageing society?"

Ma highlighted carbon emissions as another area of investment. Tencent will strive to help China meet its carbon neutrality goal by 2060, he said, referencing what has become a top priority for Xi's government. Artificial intelligence could be used to improve energy efficiency, Ma said, and he suggested Tencent could look into offshore wind turbines to power its data centres.

On the consumer side, Ma suggested leveraging its dominant social media platform.

"We have to make good use of the advantages afforded by Tencent's consumer-facing platforms, WeChat and related mini programs, to support low-carbon activities," he said.

Document SCMCOM0020210423eh4n000gt

South China Morning Post

AsiaWorld

Bitter gaming war between ByteDance and Tencent a windfall for independent Chinese studios

1,164 words
21 April 2021
scmp.com
SCMCOM
English

* ByteDance's acquisition of Moonton in March increased the studio's value sevenfold from a few months earlier and came after it cancelled a deal with Tencent

* Tencent has already invested more in gaming studios this year than in all of 2020 amid a bidding war with ByteDance

By the time Chinese video game maker Moonton Holdings was acquired by ByteDance in March, the Shanghai-based developer had seen its valuation septuple to US$4 billion, from US$551 four months prior, but it had less to do with the merits of the games it produces than being dragged into the ongoing rivalry between the TikTok owner and Tencent Holdings.

Moonton is the latest example of an independent Chinese gaming studio whose valuation has skyrocketed on the back of a bitter bidding war between two of China's biggest internet companies. Beijing-based ByteDance has been aggressively moving into gaming in a bid to further monetise its vast user base, horning in on a market long dominated by Shenzhen-based Tencent, which operates the world's largest video game business by revenue.

In another high-profile acquisition last week, ByteDance acquired game studio C4 Games, the developer of Red Alert Online. Meanwhile, Tencent has already invested more in gaming studios this year than it did in all of 2020.

Do you have questions about the biggest topics and trends from around the world? Get the answers with SCMP Knowledge, our new platform of curated content with explainers, FAQs, analyses and infographics brought to you by our award-winning team.

However, the battle for Moonton, the developer of team-battle game Mobile Legends: Bang Bang, came at a steep price, which two sources familiar with the deal said was worth US$4 billion. Accepting ByteDance's offer also meant breaking one with Tencent that Moonton had signed just days before, according to the sources, who asked not to be identified.

"That was a big middle finger [to Tencent]," one source said. "There are a lot of egos and dynamics involved." He added that ByteDance offered "a lot of its own shares to Moonton", which ultimately swayed the deal in its favour.

Gaming has become a top priority for ByteDance. It has proven to be an effective way of monetising social media users from other apps – a strategy used by Tencent – and a steady stream of gaming revenue works as insurance against TikTok someday falling out of fashion.

Despite a growing gaming division with more than 3,000 new hires, ByteDance's search for a flagship game was advancing at a snail's pace. After a few of its self-developed titles flopped last year, experts said the social media firm needed a headlining purchase to reinspire confidence, according to analysts.

"Tencent is at least 10 years ahead in terms of building out its game business," said Serkan Toto, chief executive of game industry consultancy Kantan Games. "ByteDance is still a relative newcomer in gaming, so they have a lot of catching up to do."

Purchasing Moonton was a much-needed shot in the arm. Speaking on condition of anonymity, a ByteDance executive said, "The moment I shared this news on social media, my inbox immediately lit up like a Christmas tree."

The deal has opened a lot of doors for ByteDance, which previously struggled to impress high-powered game developers as a serious investor, according to the executive. "ByteDance has money. What we lack is a demonstrable track record," he said. "This goes to show the distance ByteDance will go to pay for a gaming company."

Tencent, ByteDance and Moonton declined to comment for this story.

While ByteDance's purchase of Moonton is its biggest gaming deal yet, the question of whether it was worth US$4 billion is still being debated. Although Mobile Legends: Bang Bang is hugely popular in Southeast Asia – where 44 per cent of gamers played the title in the first half of 2020, according to game consultancy Newzoo – the title is Moonton's only hit among its three games. It is also only popular in Southeast Asia, with negligible market share elsewhere.

Liao Xuhua, a gaming analyst with Beijing-based Analysys who estimated that the deal could be worth closer to US$5 billion, said that ByteDance definitely overpaid.

"In the short term, Moonton can very effectively strengthen ByteDance's gaming segment," Liao said. "But this price can normally get you multiple companies with far more products and a war chest of [intellectual property]."

According to Moonton co-founder Zhang Guanquan, the studio was valued at 3.6 billion yuan (US$551 million) last November when he sold his stake. "It is mind-boggling how it has become worth so much so quickly," said Zhang, who added that he has filed lawsuits against Moonton in both Shanghai and Hong Kong to demand compensation.

"These smaller studios know they are coveted goods, and they know that speed in [mergers and acquisitions] is key for the likes of ByteDance and Tencent now," Kantan's Toto said. "This combination of cutthroat competition and super dynamic industry growth will only continue to drive up prices and valuations for potential targets for ByteDance and Tencent going forward."

For ByteDance, matching Tencent in games is a tall order, but the gaming division has a mandate straight from company founder and CEO Zhang Yiming. The billionaire entrepreneur is known to have eschewed entertainment, including poker, while in school. In recent years, though, the 38-year-old has reportedly been playing a variety of video games, such as miHoYo's Genshin Impact and Sony's Ghost of Tsushima, in a bid to better understand the business.

By comparison, Tencent is already the world's largest gaming company by revenue, which topped 156 billion yuan last year, making up a third of the company's total revenue.

Owen Soh, founder of Eastlab Consulting, said ByteDance was willing to spend whatever it took to acquire Moonton because it could not afford to let Tencent get it.

"Yes, Mobile Legends is old, but it is the only chance for ByteDance to make a break in Southeast Asia," Soh said. "Controlling nearly 60 per cent of the market in China, Tencent's lead in gaming in China is almost unshakeable. So Southeast Asia remains ByteDance's best, if not only, chance to secure a stronghold in gaming."

After the acquisition, Moonton said it would continue to operate independently, but the deal could bring its new parent some advantages in Southeast Asia.

With Moonton on board, Soh said ByteDance would be able to more effectively distribute its upcoming games in the region by leveraging the studio's existing network of partners, which includes esports organisers and sponsors. As an established esports title, Mobile Legends became a medal sport at the 2019 East Asian Games.

"If done successfully, the acquisition will look cheap in three to five years," Soh said.

Document SCMCOM0020210421eh4l000dx

Extra
SoftBank Vision Fund's gains from SPACs; Tencent's WeChat, gaming deal

Shaoli Chakrabarty
1,030 words
15 April 2021
SNL Financial Extra
SNLFE
English

TOP NEWS IN TECH

* Amid a steep rise in special purpose acquisition companies in Asia-Pacific, SoftBank Group Corp. is looking to use the investment vehicle to give its own fund a fighting chance when it comes to competing for tech targets.

* Tencent Holdings Ltd.'s messaging app WeChat and the livestreaming merger between HUYA Inc. and DouYu International Holdings Ltd. are likely to face issues due to heightened scrutiny of anti-monopoly practices from China regulators, experts told S&P Global Market Intelligence.

* Ant Group Co. Ltd.'s financial services business, which contributes more than 60% of its revenue, will likely take a significant hit as cross-selling to payments users will no longer be allowed under a restructuring plan pushed by the Chinese government on anti-monopoly grounds.

TECH POLICY AND REGULATION

* Alibaba Group Holding Ltd. received a record fine equivalent to $2.8 billion from China's antitrust regulator for abusing its dominant position over rivals and merchants on its platforms, The Wall Street Journal reported. Two days after the anti-monopoly fine, the e-commerce conglomerate said it will lower fees and increase investments for its merchants.

* Meanwhile, China's central bank has asked Ant Group Co. Ltd. to apply for a license to become a financial holding company and stop cross-selling practices among its payments, lending and financial product services. The official guidance on the revamp of China's largest online payments platform came days after its parent, Alibaba Group Holding Ltd., was slapped with a record fine due to anti-monopoly concerns.

* China's local regulators imposed fines of about 2.1 million yuan on Alibaba Group's UC Browser subsidiary and 2 million yuan on 360 Security Technology Inc.'s search engine unit 360 Search for false advertising, Reuters reported.

* China's market and internet regulators, along with the tax administration, urged Chinese tech companies to address antitrust issues within a month and publicly commit to abide by rules, Financial Times (London) reported.

TECHNOLOGY

* PCCW Ltd. is looking to sell PCCW Solutions Ltd. The IT and data center unit could be valued at more than $1 billion, Bloomberg News reported. Telecom companies and private equity firms have reportedly expressed interest in acquiring all or part of the business.

* Tencent Holdings unit Tencent Cloud announced the launch of its internet data center in Indonesia. The Jakarta data center is expected to tap various industries including financial services, the internet, e-commerce, entertainment, gaming and education.

* Huawei Technologies Co. Ltd. plans to invest $1 billion into research on autonomous-driving and electric-vehicle technologies, Bloomberg News reported.

MEDIA AND STREAMING

* Chinese video-streaming platform Bilibili Inc. is in discussions to buy a 24% stake in YOOZOO Games Co. Ltd. in a transaction that could be worth close to 5 billion yuan, Reuters reported, citing two sources.

* Netflix Inc. clinched exclusive first pay window rights in the U.S. to Sony Pictures Entertainment Inc.'s feature films after their theater and home entertainment releases, starting in 2022. Japan's Sony Group Corp. is the ultimate owner of Sony Pictures Entertainment and Sony Pictures Animation.

* While streaming piracy remains a direct competitive threat to the Asia-Pacific video industry, results from surveys conducted by YouGov PLC indicated the percentages of consumers who admitted to having accessed pirate streaming sites had significantly dipped in Indonesia and Malaysia after the outbreak of COVID-19.

* Venture capital fund SoftBank Vision Fund 2 invested $160 million into Iyuno-SDI Group, a localization service provider to the media and entertainment industry that was formed this year.

TELECOMMUNICATIONS

* Norwegian operator Telenor ASA and Malaysian telco Axiata Group Bhd. are in advanced talks over the potential merger of their mobile units Digi.Com Bhd. and Celcom Axiata Bhd. Telenor and Axiata will each own 33.1% in the merged entity, to be named Celcom Digi Bhd., which will be a telecommunications services provider in Malaysia.

* Australian telecom operator Spirit Technology Solutions Ltd. completed the acquisition of Nexgen Australia Group Pty. Ltd. for A$50 million.

* Indonesia's PT Dayamitra Telekomunikasi, or Mitratel, asked for proposals on a potential IPO around the end of 2021, where it could raise about $1 billion, Bloomberg News reported.

* An institutional shareholder of Bharti Airtel Ltd. unit Airtel Africa PLC sold 50 million ordinary shares in the company at a per-share price of 75 pence.

INTERNET

* China's State Administration for Market Regulation is set to conditionally clear Tencent's plan to take search engine Sogou Inc. private, Reuters reported, citing three sources with knowledge of the matter. Tencent will need to set up a special mechanism to ensure data security.

* A U.S. judge on April 7 granted Baidu Inc.'s motion to reject a U.S. shareholder's lawsuit, which alleged that the Chinese internet company made 12 false or misleading statements about its ability to abide by Chinese regulations on internet content.

* Prosus NV completed the sale of 191,890,000 shares in Tencent Holdings for $14.6 billion through an accelerated offering.

* The week of April 3 marked the sixth consecutive weekly drop in the number of global internet outages, following a peak in late February, according to data from ThousandEyes, a network-monitoring service owned by Cisco Systems Inc. In Asia-Pacific, 48% of all outages were within business hours, a 14% increase from the previous week.

GAMING

* Beijing ByteDance Telecommunications Co. Ltd.'s gaming unit Nuverse (Hong Kong) Ltd. acquired video game studio C4games, Reuters reported.

* South Korean game publisher Krafton Inc., which developed the online multiplayer game PlayerUnknown's Battlegrounds, made a preliminary submission for a planned IPO, Reuters reported, citing a filing with the Korea Exchange.

* Epic Games Inc. raised $1 billion in its latest funding round, including an additional $200 million investment from Sony Group Corp.

Our weekly feature covers the latest technology developments in the Asia-Pacific region, spotlighting exclusive insights from news and research within S&P Global Market Intelligence. The weekly Asia-Pacific tech roundup has an editorial deadline of 7 a.m. Hong Kong time and is published every Friday.

Document SNLFE00020210417eh4f0005l

Tencent Technology (Shenzhen) Company Limited; "Method And Device For Object Pointing In Virtual Reality (VR) Scene, And VR Apparatus" in Patent Application Approval Process (USPTO 20210077900)

2,831 words
5 April 2021
Internet Weekly News
INTWKN
919
English

2021 APR 5 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- A patent application by the inventor JOSHI, Dhaval Jitendra (Shenzhen, CN), filed on November 27, 2020, was made available online on March 18, 2021, according to news reporting originating from Washington, D.C., by VerticalNews correspondents.

This patent application is assigned to Tencent Technology (Shenzhen) Company Limited (Shenzhen, People's Republic of China).

The following quote was obtained by the news editors from the background information supplied by the inventors: "At present, there are companies providing control equipment for users to control target objects in VR, and gamepads in VR equipment are widely applied to VR. For example, a Rift helmet has a gamepad for a game player to use well. In a process of interaction between a user and an equipment, pointing at an object is the most basic and most direct operation. However, in a non-game environment or a scene where there is no game player, a gamepad may not directly point at an object, for example, selecting a title or picture in the virtual scene, so that it is difficult to operate the gamepad, and user experiences are reduced.

"Since a gamepad may not point at an object, a gamepad with a remote object pointing function is developed, but such a remote object pointing function may achieve a purpose of pointing at an object only by step-by-step movement of an operating key, and requires relatively longer time for pointing at the object, which may cause higher complexity in object pointing. The existing companies do not develop any gamepad for VR equipment because they think that a gamepad without an object pointing function may not provide an immersive experience for a user in a VR scene.

"For the problem about operation efficiency of object pointing in a VR scene, there is yet no effective solution disclosed."

In addition to the background information obtained for this patent application, VerticalNews journalists also obtained the inventor's summary information for this patent application: "In one embodiment of the present application provides a method and device for pointing at an object in a VR scene, and a VR apparatus, so as to at least solve the technical problem of low operation efficiency of pointing at an object in the VR scene.

"According to one embodiment of the present application, a method for pointing at an object in a VR scene is provided. The method includes sensing, by a computing device, a movement of a gamepad from a first position to a second position in a reality scene through an Inertial Measurement Unit (IMU) orientation sensor. The IMU orientation sensor is mounted in the gamepad, and the gamepad is configured to control an object in a VR scene. The method also includes generating, by the computing device, a first position vector based on the movement; acquiring, by the computing device, a first absolute position coordinate of the second position in the reality scene according to a position coordinate of a starting point in the reality scene and the first position vector; converting, by the computing device, the first absolute position coordinate into a first virtual position coordinate in the VR scene; and pointing, by the computing device, at a target object located at the first virtual position coordinate in the VR scene.

"According to another embodiment of the present application, a VR apparatus is also provided, which may include: a gamepad, configured to control an object in a VR scene; and an Inertial Measurement Unit (IMU) orientation sensor, mounted in the gamepad, and configured to sense a movement of the gamepad from a first position to a second position in a reality scene. The VR apparatus may also include a processor, connected with the IMU orientation sensor, and configured to generate a first position vector based on the movement sensed by the IMU orientation sensor, acquire a first absolute position coordinate of the second position in the reality scene according to a position coordinate of a starting point in the reality scene and the first position vector; convert the first absolute position coordinate into a first virtual position coordinate in the VR scene; and point at a target object located at the first virtual position coordinate in the VR scene. The VR apparatus may also include a display unit configured to display the VR scene.

"According to another embodiment of the present application, a non-transitory computer-readable storage medium storing computer program instructions is provided. The computer program instructions are

executable by at least one processor to perform: sensing a movement of a gamepad from a first position to a second position in a reality scene through an Inertial Measurement Unit (IMU) orientation sensor. The IMU orientation sensor is mounted in the gamepad, and the gamepad is configured to control an object in a VR scene. The computer program instructions also cause the at least one processor to perform: generating a first position vector based on the movement; acquiring a first absolute position coordinate of the second position in the reality scene according to a position coordinate of a starting point in the reality scene and the first position vector; converting the first absolute position coordinate into a first virtual position coordinate in the VR scene; and pointing at a target object located at the first virtual position coordinate in the VR scene.

"In yet another embodiment of the present application, an IMU orientation sensor is mounted in a gamepad, so as to obtain an absolute position coordinate of the position which the gamepad move to, and then the absolute position coordinate in the reality scene is converted into a virtual position coordinate in the VR scene, and the target object corresponding to the virtual position coordinate in the VR scene is pointed. Through above embodiment, a tedious process of pointing at the target object by operation over an operating key is avoided, and therefore, the technical effect of improving operation efficiency of pointing at an object in the VR scene is achieved, and the technical problem of low operation efficiency of pointing at an object in the VR scene is solved."

The claims supplied by the inventors are:

"1. A method for pointing at an object in a Virtual Reality (VR) scene, comprising: sensing, by a computing device, a movement of a gamepad from a first position to a second position in a reality scene through an Inertial Measurement Unit (IMU) orientation sensor, wherein the IMU orientation sensor is mounted in the gamepad, and the gamepad is configured to control an object in an object selection scenario in a VR scene, the VR scene being presented by a head-mounted display; generating, by the computing device, a first position vector based on the movement; acquiring, by the computing device, a first absolute position coordinate of the second position in the reality scene according to a position coordinate of a starting point in the reality scene and the first position vector; converting, by the computing device, the first absolute position coordinate into a first virtual position coordinate in the VR scene; pointing, by the computing device, at a target object located at the first virtual position coordinate in the VR scene, wherein when pointing at the target object, the target object is selected and changed into an operable state; and executing an operation on the target object at the operable state in the VR scene in response to an instruction from a key of the gamepad.

"2. The method according to claim 1, wherein pointing at the target object oriented by the first virtual position coordinate in the VR scene comprises: orienting a laser pointer toward the target object located at the first virtual position coordinate in the VR scene, wherein a coordinate of an intersection of a ray originated from the laser pointer and the target object is the first virtual position coordinate.

"3. The method according to claim 2, wherein orienting the laser pointer toward the target object in the VR scene comprises: moving the laser pointer from a third position to a fourth position in the VR scene, wherein the laser pointer orients the target object when being positioned at the fourth position in the VR scene, and when the gamepad is positioned at the first position in the reality scene, the laser pointer is positioned at the third position in the VR scene.

"4. The method according to claim 1, wherein acquiring the first absolute position coordinate of the second position in the reality scene according to the position coordinate of the starting point in the reality scene and the first position vector comprises: acquiring the first absolute position coordinate according to the position coordinate of the starting point, the first position vector and a second absolute position coordinate, wherein the second absolute position coordinate is a coordinate of the first position in the reality scene.

"5. The method according to claim 1, before acquiring the first absolute position coordinate of the second position in the reality scene according to the position coordinate of the starting point in the reality scene and the first position vector, the method further comprising: acquiring the position coordinate of the starting point in the reality scene through a camera.

"6. The method according to claim 5, wherein the starting point is a point in an image shot by the camera.

"7. The method according to claim 2, further comprising: when the laser pointer points at the target object, displaying the target object as the operable state in the VR scene.

"8. A Virtual Reality (VR) apparatus, comprising: a gamepad, configured to control an object in an object selection scenario in a VR scene; an Inertial Measurement Unit (IMU) orientation sensor, mounted in the gamepad, and configured to sense a movement of the gamepad from a first position to a second position in a reality scene; a processor, connected with the IMU orientation sensor, and configured to: generate a first position vector based on the movement sensed by the IMU orientation sensor; acquire a first absolute position coordinate of the second position in the reality scene according to a position coordinate of a starting

point in the reality scene and the first position vector; convert the first absolute position coordinate into a first virtual position coordinate in the VR scene; point at a target object located at the first virtual position coordinate in the VR scene, wherein when pointing at the target object, the target object is selected and changed into an operable state; and execute an operation on the target object at the operable state in the VR scene in response to an instruction from a key of the gamepad, a head-mounted display unit, configured to display the VR scene.

"9. The VR apparatus according to claim 8, wherein the processor is further configured to: orient a laser pointer toward the target object located at the first virtual position coordinate in the VR scene, wherein a coordinate of an intersection of a ray originated from the laser pointer and the target object is the first virtual position coordinate.

"10. The VR apparatus according to claim 9, wherein the processor is further configured to: move the laser pointer from a third position to a fourth position in the VR scene, wherein the laser pointer orients the target object when being positioned at the fourth position in the VR scene, and when the gamepad is positioned at the first position in the reality scene, the laser pointer is positioned at the third position in the VR scene.

"11. The VR apparatus according to claim 8, wherein the processor is further configured to: acquire the first absolute position coordinate according to the position coordinate of the starting point, the first position vector and a second absolute position coordinate, wherein the second absolute position coordinate is a coordinate of the first position in the reality scene.

"12. The VR apparatus according to claim 8, further comprising: a camera, configured to acquire the position coordinate of the starting point in the reality scene, before the processor acquires the first absolute position coordinate of the second position in the reality scene according to the position coordinate of the starting point in the reality scene and the first position vector.

"13. The VR apparatus according to claim 12, wherein the starting point is a point in an image shot by the camera.

"14. The VR apparatus according to claim 8, wherein the processor is further configured to, when the laser pointer points at the target object, display the target object as the operable state in the VR scene.

"15. A non-transitory computer-readable storage medium storing computer program instructions executable by at least one processor to perform: sensing a movement of a gamepad from a first position to a second position in a reality scene through an Inertial Measurement Unit (IMU) orientation sensor, wherein the IMU orientation sensor is mounted in the gamepad, and the gamepad is configured to control an object in an object selection scenario in a VR scene, the VR scene being presented by a head-mounted display; generating a first position vector based on the movement; acquiring a first absolute position coordinate of the second position in the reality scene according to a position coordinate of a starting point in the reality scene and the first position vector; converting the first absolute position coordinate into a first virtual position coordinate in the VR scene; pointing at a target object located at the first virtual position coordinate in the VR scene, wherein when pointing at the target object, the target object is selected and changed into an operable state; and executing an operation on the target object at the operable state in the VR scene in response to an instruction from a key of the gamepad.

"16. The storage medium according to claim 15, wherein pointing at the target object oriented by the first virtual position coordinate in the VR scene comprises: orienting a laser pointer toward the target object located at the first virtual to position coordinate in the VR scene, wherein a coordinate of an intersection of a ray originated from the laser pointer and the target object is the first virtual position coordinate.

"17. The storage medium according to claim 16, wherein orienting the laser pointer toward the target object in the VR scene comprises: moving the laser pointer from a third position to a fourth position in the VR scene, wherein the laser pointer orients the target object when being positioned at the fourth position in the VR scene, and when the gamepad is positioned at the first position in the reality scene, the laser pointer is positioned at the third position in the VR scene.

"18. The storage medium according to claim 15, wherein acquiring the first absolute position coordinate of the second position in the reality scene according to the position coordinate of the starting point in the reality scene and the first position vector comprises: acquiring the first absolute position coordinate according to the position coordinate of the starting point, the first position vector and a second absolute position coordinate, wherein the second absolute position coordinate is a coordinate of the first position in the reality scene.

"19. The storage medium according to claim 15, wherein before acquiring the first absolute position coordinate of the second position in the reality scene according to the position coordinate of the starting point in the reality scene and the first position vector, the computer program instructions further cause the at least one processor to perform: acquiring the position coordinate of the starting point in the reality scene through a camera, wherein the starting point is a point in an image shot by the camera.

"20. The storage medium according to claim 15, wherein after pointing at the target object located at the first virtual position coordinate in the VR scene, the computer program instructions further cause the at least one processor to perform: acquiring an operation instruction generated when a key on the gamepad is operated; and executing an operation indicated by the operation instruction on the target object in the VR scene."

URL and more information on this patent application, see: JOSHI, Dhaval Jitendra. Method And Device For Object Pointing In Virtual Reality (VR) Scene, And VR Apparatus. Filed November 27, 2020 and posted March 18, 2021. Patent URL: http://appft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PG01&p=1&u=%2Fnetahtml%2FPTO%2Fsrchnum.html&r=1&f=G&l=50&s1=%2220210077900%22.PGNR.&OS=DN/20210077900&RS=DN/20210077900

Keywords for this news article include: Business, Computers, Internet Companies, Tencent Technology (Shenzhen) Company Limited.

Document INTWKN0020210405eh450000g

CyprusMail
Internet Edition

Tencent's Timi gaming studio reportedly earned $10 billion in 2020

Reuters News Service
429 words
5 April 2021
Cyprus Mail
CYMAIL
English

Chinese tech giant Tencent's Timi Studios, maker of popular video games Honor of Kings and Call of Duty Mobile, generated revenue of $10 billion last year, two people with direct knowledge of the matter told Reuters.

The $10 billion would make Timi the world's largest developer, the sources say, which many industry watchers had suspected to be the case.

It also provides a hefty basis for its ambitions to move beyond mobile games and compete directly with global heavyweights developing expensive "AAA" titles on platforms such as desktop computers, Sony's PlayStation, Nintendo's Switch and Microsoft's Xbox.

In a recruitment notice last month, a Timi engineer wrote that the company aims to create a new AAA game that resembles the virtual community from the movie Ready Player One, and will "compete head-to-head against big powers from Japan, Korea, Europe and U.S."

Tencent is building studios overseas, including one for Timi and one for Lightspeed and Quantum, both in Los Angeles, with the goal of creating content with original intellectual property that has global appeal.

Tencent aims eventually to derive half its game revenue from overseas, from 23 percent in the fourth quarter of 2019, the most recently available figure.

Many major studios are turning to Tencent for support to convert their "hardcore" desktop or console games to mobile. Such games feature long sessions and in-depth storytelling or battles, with some including multiplayer online role-playing or online battle arenas.

Last week, Tencent reported 156.1 billion yuan ($23.79 billion) in overall online game revenues for 2020 but did not break down revenue for individual studios, which are run independently and compete with each other.

Timi's proceeds accounted for 40 per cent of the game revenue, said the two people.

Of Tencent's remaining gaming revenue last year, its Lightspeed and Quantum studio, the developer of PUBG Mobile, another top-grossing game, contributed 29 per cent, the people said, while 26 per cent was proceeds from publishing for other developers. Aurora Studios Group, boosted by its Moonlight Blade Mobile title, contributed 3 per cent, the people said.

The sources declined to be identified because the information is not public.

Tencent did not immediately reply to a Reuters request for comment.

Tencent, which has benefited from a surge in paying gamers, said last week its online games revenue rose 29 per cent to 39.1 billion yuan in the fourth quarter.

($1 = 6.5619 Chinese yuan renminbi)

Document CYMAIL0020210405eh450005l

EXCLUSIVE-Tencent's Timi gaming studio generated $10 billion in 2020, sources say

439 words
2 April 2021
12:10
Reuters News
LBA
English

April 2 (Reuters) - Chinese tech giant Tencent's Timi Studios, maker of popular video games Honor of Kings and Call of Duty Mobile, generated revenue of $10 billion last year, two people with direct knowledge of the matter told Reuters.

The $10 billion would make Timi the world's largest developer, the sources say, which many industry watchers had suspected to be the case.

It also provides a hefty basis for its ambitions to move beyond mobile games and compete directly with global heavyweights developing expensive "AAA" titles on platforms such as desktop computers, Sony 's PlayStation, Nintendo 's Switch and Microsoft 's Xbox.

In a recruitment notice last month, a Timi engineer wrote that the company aims to create a new AAA game that resembles the virtual community from the movie Ready Player One, and will "compete head-to-head against big powers from Japan, Korea, Europe and U.S."

Tencent is building studios overseas, including one for Timi and one for Lightspeed and Quantum, both in Los Angeles, with the goal of creating content with original intellectual property that has global appeal.

Tencent aims eventually to derive half its game revenue from overseas, from 23 percent in the fourth quarter of 2019, the most recently available figure.

Many major studios are turning to Tencent for support to convert their "hardcore" desktop or console games to mobile. Such games feature long sessions and in-depth storytelling or battles, with some including multiplayer online role-playing or online battle arenas.

Last week, Tencent reported 156.1 billion yuan ($23.79 billion) in overall online game revenues for 2020 but did not break down revenue for individual studios, which are run independently and compete with each other.

Timi's proceeds accounted for 40% of the game revenue, said the two people.

Of Tencent's remaining gaming revenue last year, its Lightspeed and Quantum studio, the developer of PUBG Mobile, another top-grossing game, contributed 29%, the people said, while 26% was proceeds from publishing for other developers. Aurora Studios Group, boosted by its Moonlight Blade Mobile title, contributed 3%, the people said.

The sources declined to be identified because the information is not public.

Tencent did not immediately reply to a Reuters request for comment.

Tencent, which has benefited from a surge in paying gamers, said last week its online games revenue rose 29% to 39.1 billion yuan in the fourth quarter. ($1 = 6.5619 Chinese yuan renminbi) (Reporting by Pei Li and Tony Munroe. Editing by Gerry Doyle)

Released: 2021-4-2T07:40:50.000Z

Document LBA0000020210402eh4200h20

Tencent Cloud; Tencent Cloud Supports Japan's Cloud Gaming Platform "OOParts" to Win the Game

216 words
29 March 2021
Internet Weekly News
INTWKN
79
English

2021 MAR 29 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- Cloud gaming, which allows video games to be run on remote servers and delivered directly to gamers, is an emerging trend in the video game industry. With its all-round solutions and capabilities, Tencent Cloud is helping cloud gaming platform "OOParts" in Japan capitalize on cloud technology, making it benefit from its low latency environment, high-quality node resources and industry-leading network. This ensures that gamers enjoy a seamless, high performance and hassle-free game experience.

OOParts is a subscription-based visual novel (VN) streaming service launched by Black Inc., a Japanese company that is focused on cloud-based gaming and has been converting different classic games into cloud games within a short period of time. OOParts features over 100 titles including "Grisaia: Phantom Trigger" where members can play directly from their PC and mobile devices (Android, Windows, IOS or MacOS) without the need to install games or save files.

Keywords for this news article include: Asia, Japan, Business, Tencent Cloud, Cloud Computing, Internet Companies, Information Technology.

Document INTWKN0020210329eh3t0008r

Tiktok owner ByteDance to go into gaming, challenging Tencent

217 words
25 March 2021
China Knowledge Press
CHIKNO
English

Mar 25, 2021 (China Knowledge) - TikTok's parent company ByteDance is on a spending spree to expand beyond its blockbuster video app into gaming, where it is taking on the world's largest gaming company, Tencent. ByteDance is reported to have acquired Moonton, a Shanghai-based studio set up by former Tencent employee for USD 4 bln, giving it a tent-pole franchise, Mobile Legends. According to game developers at Tencent and Net East, ByteDance has also been trying to poach developers from Tencent, offering them salary increases of at least 30%-50%. Founder Securities estimated that ByteDance has already won 27% of China's advertising market, which advertisement revenue estimates to be RMB 116 bln in 2019, came second only to those of Alibaba.

However, it is important to note that the gaming business is vastly different from ByteDance's advertisement business as the biggest challenge for gaming is not the market or the competitors, but it is their ability to retain users and create new contents. It took Alibaba seven years to produce popular games. Hence, for a company used to explosive growth within a few years, ByteDance must note that the growth in gaming business will be slower as compare to the past business ventures.

Document CHIKNO0020210325eh3p0000b

DOW JONES NEWSWIRES

Tencent Stresses Regulatory Compliance as Profits From Gaming, Payments Surge

By Stephanie Yang and Keith Zhai
630 words
25 March 2021
08:20
Dow Jones Newswires Chinese (English)
RTNW
English

TAIPEI -- Tencent Holdings Ltd. Chief Executive Pony Ma emphasized his commitment to working with regulators amid heightened government scrutiny over China's powerful technology companies, as strong growth in mobile gaming and payments propelled the social-media and entertainment giant to its most profitable year yet.

Mr. Ma's message Wednesday, made during a quarterly earnings briefing, comes as Beijing steps up antitrust efforts against China's tech sector, where companies have collected massive amounts of user data.

Tencent was among several companies fined by antitrust regulators this month for failing to properly report past acquisitions. Meanwhile, the State Council's antitrust committee has been gathering information about Tencent's online payments service WeChat Pay -- alongside rival Ant Group Co.'s Alipay -- since last year due to their dominance in China's payments market, according to officials familiar with the investigation.

"We are working closely with the government and the regulators on our compliance," Mr. Ma said through translation, when asked about China's antitrust regulations.

This month Mr. Ma met with Chinese antitrust regulators from the State Administration for Market Regulations after he requested to see them, people familiar with the matter said.

In a conference call Wednesday, Tencent President Martin Lau said the meeting was voluntary and a normal part of conducting business. "We had discussions about a broad range of topics and the main focus is actually on creating a healthy environment on innovation to happen in China," Mr. Lau said.

The State Administration for Market Regulations and the State Council's antitrust committee didn't respond to requests for comments. Reuters earlier reported on Mr. Ma's meeting.

Investor concerns have grown since Chinese authorities tightened regulations to rein in the country's rapidly expanding internet industry. Antitrust regulators are probing e-commerce giant Alibaba Group Holding Ltd., while Tencent has also been fined for failing to properly report past acquisitions.

Yet Tencent, like many other technology giants, benefited from a year in which the coronavirus pandemic led homebound consumers to turn to online products and services.

Revenue at the world's biggest videogame company reached 482.06 billion yuan, or $73.88 billion, in 2020, a 28% increase compared with the previous year. Net profit for the year was 159.85 billion yuan, a 71% rise.

Net profit for the quarter ending in December nearly tripled to a record 59.30 billion yuan, after the valuations of the companies it invested in grew. Revenue rose 26% to 133.67 billion yuan. Both beat analyst expectations.

Tencent's mobile gaming business has flourished during the pandemic, with online gaming revenue increasing 29% year-over-year in the fourth quarter. The company said its "Honor of Kings" was the top-grossing mobile game globally for the second year in a row.

Revenues from financial technology and business services grew 29% last quarter, the company said, due to growth in commercial payments and wealth-management services. In its financial report, Tencent said that its priority for its fintech business is risk management rather than scale, and it said it would work closely with regulators.

Tencent's presence in the e-commerce industry has also grown. The company reported that last quarter's advertising revenue increased 22% year-over-year in part because of increased demand in e-commerce platforms and consumer goods.

Annual transaction volume generated through WeChat's mini programs, which function as apps within the messaging app, more than doubled in 2020 compared with the previous year.

--Yifan Wang contributed to this article.

Write to Stephanie Yang at stephanie.yang@wsj.com and Keith Zhai at keith.zhai@wsj.com

(END) Dow Jones Newswires

25-03-21 0250GMT

Document RTNW000020210325eh3p0002g

Search Summary

Text	(hd=tencent) and wc>100 and hd=(virtual real estate or virtual properties or digital real esate or digital real assets or digital properties or metaverse properties or digital plots or virtual plots or virtual land or virtual reality platform or manufacturing simulation or virtual simulation or digital twins or virtual manufacturing or immersive learning or mixed-reality learning or metaverse learning or VR learning or AR learning or VR training or virtual recruitment or 3d training or training metaverse or virtual retail or virtual shopping or virtual clienteling or omnichannel shopping or humanising digital retail or immersive virtual stores or 3d virtual store or metaverse shopping or virtual clothing or virtual goods or gaming or digital avatar or digital character or virtual game or 3D avatars or virtual reality or interoperable VR space or digital financial ecosystems or metaverse wallets or robo advisory or virtual financial data or digital bank branches or digital touchpoint or blockchain wallets or digital wallets or digital wedding or virtual wedding or virtual event or virtual concert or virtual theme park or virtual classroom or virtual learning or virtual school or immersive learning)
Date	In the last year
Source	All Sources
Author	All Authors
Company	All Companies
Subject	All Subjects
Industry	All Industries
Region	All Regions
Language	English
Results Found	233
Timestamp	21 February 2022 17:54

