

**Tencent's quarterly revenue jumps as online gaming surges**

492 words

24 March 2021

18:36

Reuters News

LBA

English

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(Reuters) - Chinese gaming and social media group Tencent Holdings Ltd on Wednesday reported a market-beating 26% jump in quarterly sales, helped in part by a surge in revenue from its online gaming business.

Revenue rose to 133.67 billion yuan (\$20.5 billion) in the quarter ended December, versus market expectations of 132.19 billion yuan, based on data from Refinitiv.

Tencent, which has benefited from a surge in paying users for video games in China and international markets, said online games revenue rose 29% to 39.1 billion yuan.

Profit rose 175% in the same period to 59.3 billion yuan, largely thanks to fair-value gains in companies Tencent has invested in, and sales of stakes.

Tencent's two hit games, Honor of Kings and PUBG Mobile, continued to top the rank in China and internationally, respectively, in this quarter.

However, Tencent is facing mounting competition from ByteDance, the owner of TikTok, and the similar short-video platform Douyin, which have made sizeable inroads into the video games business.

ByteDance outbid Tencent last week to acquire Shanghai-based gaming studio Moonton Technology, which is most famous for its Southeast Asia sensation Mobile Legends.

Tencent is also locked in litigation battles with ByteDance, which has alleged that Tencent has engaged in monopolistic behaviour. Tencent has alleged that ByteDance "illegally obtains WeChat users' personal information".

REGULATORY CRACKDOWN

China's tech giants have been faced this year by an antitrust crackdown by authorities, which analysts fear could target other internet groups after first focusing on billionaire Jack Ma's Alibaba business empire.

Tencent's founder Pony Ma met with China's antitrust watchdog officials this month to discuss compliance at his group, Reuters has reported, citing two people with direct knowledge of the matter.

In a media call post-results, Tencent president Martin Lau said during the meeting, which was voluntary, "we have discussion about a broad range of topics, and the main focus is actually on creating a healthy environment for innovation to happen in China."

China has issued new rules to regulate financial holding companies, and directed Alibaba-affiliate Ant Group turn itself into a financial holding company with capital restrictions and other requirements.

Asked about the prospect of creating a financial holding company for Tencent, Lau said the financial holding company corporate structure provides an operating framework and is neutral in nature.

"As we understand, turning into a financial holding company should involve organisational change but does not impact businesses," he said.

Pony Ma, who attended the call, said Tencent was working with regulators on compliance, including combing through some of its previous investments, while James Mitchell, chief strategy officer, said the company will stick with its normal practice of acquiring minority stakes in Chinese startups.

(\$1 = 6.5179 Chinese yuan renminbi)

(Reporting by Pei Li; Editing by Jan Harvey and Jane Merriman)

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Tencent's Fourth-Quarter Profit Nearly Tripled as Gaming Revenue Extends Strength

By Yifan Wang

203 words

24 March 2021

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Dow Jones Newswires Chinese (English)

RTNW

English

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Tencent Holdings Ltd. extended its strong growth into the fourth quarter of 2020, as the lingering coronavirus pandemic continues to fuel demand for mobile and computer games.

Tencent, the world's biggest video game company by revenue, said Wednesday its October-to-December net profit nearly tripled to 59.30 billion yuan (\$9.10 billion), mainly thanks to income from fair value gains due to increased valuations of companies it has invested in.

Revenue rose 26% to CNY133.67 billion, as online games, its major business segment, delivered a 29% sales growth.

Both measures beat analyst estimates, according to FactSet, marking the Chinese internet giant's fourth straight quarter of above-expectation performance.

Tencent, like many other technology giants including Alibaba and Facebook, enjoyed a strong year in 2020, as homebound consumers turned to online products and services during the coronavirus pandemic.

But investor concerns grew over the company toward the end of last year, when Chinese authorities tightened regulations to rein in the country's rapidly expanding internet industry.

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

(END) Dow Jones Newswires

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Tencent and Sony bets big on cloud gaming

AnimationXpress Team

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297 words

18 March 2021

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ATANIX

English

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Tencent Holdings and Sony Corp. betting big on cloud gaming by joining the latest fundraising round of Japanese venture Ubitus K.K according to Bloomberg.

Ubitus, which specialises in cloud-gaming technology and services, said it completed a round with investments from Tencent, Sony Innovation Fund by IGV and Square Enix Holdings Co., without disclosing the amount raised. The investors put in about \$45 million at a valuation of less than \$400 million, a person familiar with the matter said, asking not to be identified because the details aren't public.

Tencent has been stepping up its efforts to foster cloud gaming, which allows consumers to enjoy high-end games without owning expensive hardware such as consoles or computers. Just as Netflix streams movies, cloud-gaming services deliver games from servers over the internet to users' TVs, smartphones and other screens. Tencent said on Monday that it was helping OOParts, a Japanese cloud gaming platform, to capitalise on the technology.

Yet cloud gaming has faced challenges even as wireless connections get better, with most enthusiasts sticking to titles that use gamers' own hardware. Excitement provoked by Alphabet Inc.'s Google didn't last long as its Stadia service ran into challenges with communication latency and plan pricing. Stadia has shrunk much of its ambitions and Jade Raymond, a game industry veteran who was a marquee hire for Stadia and recently left, has set up a studio to work on a PlayStation game.

"Cloud gaming longer-term will ease the development burden of making games for multiple platforms, expand gaming into new geographies and drive higher subscription revenue, but it remains a ways off from being a main platform," said Bloomberg Intelligence analyst Matthew Kanterman.

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Tencent, Sony Ramp Up Cloud-Gaming Initiative Investment Via Japanese Venture Ubitus: Bloomberg

Anusuya Lahiri

374 words

18 March 2021

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BNZNGA

English

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Tencent Holdings Ltd(OTC:[TCEHY](#)) and Sony Corp(NYSE:[SNE](#)) augmented investment in cloud gaming by joining Japanese venture Ubitus K.K.'s latest fundraising round,[Bloomberg reports](#).

* Cloud-gaming technology and services provider Ubitus completed an investment round led by Tencent, Sony Innovation Fund by IGV, and Square Enix Holdings Co Ltd(OTC:[SQNNY](#)) (OTC:[SQNXF](#)) for an undisclosed sum. The investors chipped in around \$45 million at a valuation of less than \$400 million.

* Ubitus's partners include Nintendo Co Ltd(OTC:[NTDOF](#)) (OTC:[NTDOY](#)), which offered cloud-based versions of Capcom Co Ltd's(OTC:[CCOEF](#)) (OTC:[CCOEY](#)) Resident Evil and Ubisoft Entertainment(OTC:[UBSFF](#)) (OTC:[UBSFY](#)) Assassin's Creed on the Switch.

* Square Enix used the start-up's technology to run its popular Dragon Quest X online multiplayer role-playing game. Ubitus's cloud-gaming patents are known for low latency.

* Tencent has been focusing on cloud gaming for the accessibility of high-end games without expensive hardware like consoles or computers. Cloud-gaming services deliver games from servers over the internet to users' TVs, smartphones, and other screens akin to Netflix Inc's(NASDAQ:[NFLX](#)) content streaming services. Tencent was also assisting Japanese cloud gaming platform OOParts to exploit the technology.

* Cloud gaming continued to remain challenged by the popularity of gamers' hardware. Alphabet Inc(NASDAQ:[GOOG](#)) (NASDAQ:[GOOGL](#)) Google's Stadia service was challenged by communication latency and plan pricing. Stadia's game industry veteran Jade Raymond recently departed to focus on a PlayStation game.

* "Cloud gaming longer-term will ease the development burden of making games for multiple platforms, expand gaming into new geographies and drive higher subscription revenue, but it remains a ways off from being a main platform," said Bloomberg analyst Matthew Kanterman.

* Many video-game platform owners still vouch for the co-existence of the gaming technology with the console-based business models. Sony's PlayStation Now and Microsoft Corp's(NASDAQ:[MSFT](#)) Project xCloud offer streamed games to subscribers.

* Price action:TCEHY shares are trading lower by 0.61% at \$81.15 in the after-hours session on the last check Wednesday.

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Chinese Tech Giant **Tencent**, Sony Lead Funding For Cloud-**Gaming** Firm Ubitus

345 words

17 March 2021

Forbes Middle East Online

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English

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Cloud-gaming services deliver games from servers over the internet to users' TVs, smartphones and other devices. Image by Luca Lorenzelli/Shutterstock

Japanese cloud computing solutions company Ubitus K.K. on Wednesday said that it has secured investment from a consortium led by Chinese tech giant Tencent and Sony as the duo step up their foray into cloud gaming, allowing users to enjoy high-end games without owning expensive hardware such as consoles or computers.

The funding round

Critical quote

"We are very excited to have some of the most important players in the game industry as our strategic shareholders. With our innovative technology and their resources, we shall help more partners roll out cloud game contents and services and accelerate the industry's transformation to the cloud," Wesley Kuo, the CEO of Ubitus, said in a statement.

Rise in cloud-gaming

Like Netflix, which allows users to stream movies, cloud-gaming services deliver games from servers over the internet to users' TVs, smartphones, and other devices. Earlier this week, Chinese tech giant Tencent said that it helped OOParts, another Japanese cloud gaming platform, to capitalize on the technology.

Despite challenges with communication latency and plan pricing, which plagued Google's Stadia service, several cloud-gaming platform owners see potential in the technology and expect it to co-exist with console-based business models.

Last year, [Facebook launched a free-to-play cloud-gaming feature on its social media platform](#), allowing users to stream and play games without downloading them. Jeff Bezos' Amazon also launched its cloud-based game streaming service named Luna, priced at \$5.99 per month (introductory subscription fee).

[Microsoft also launched its Xbox cloud gaming service last September](#). The service, which costs \$14.99 per month, was priced at \$1 for new users' first month.

According to Research and Markets, the mobile gaming market is expected to register an annual growth rate of 12.6% between 2021 and 2026 due to the increasing global smartphone penetration and technology advancements.

Document FRBEN00020210317eh3h00005

Finance

Century Huatong Soars After Tencent Buys Second-Biggest Stake in Gaming Firm for USD421 Million

Xu Wei

339 words

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Yicai Global

YICAIG

English

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(Yicai Global) March 15 -- Shares of Century Huatong Group jumped after the Chinese gaming giant said that Tencent Holdings spent CNY2.8 billion (USD429.1 million) to become its second-largest shareholder.

Century Huatong's stock price [SHE: 002602] rose as much as 7.5 percent to CNY8.15 (USD1.30) this morning, after which it was 3.7 percent up in the afternoon. Its market cap was CNY56.5 billion (USD8.7 billion).

Tencent's unit has penned an agreement to increase its shareholding by 372 million shares or by a 5 percent stake to have 10 percent of its outstanding stock to strengthen cooperation, the Zhejiang province-based company said in a statement yesterday. The price is CNY7.5 (USD1.20) apiece.

The company will also receive a new controlling shareholder. Chairman Wang Miaotong plans to sell 370 million units or a 5 percent stake to Chief Executive Wang Ji at the same price of CNY7.5 apiece. That results in a sum of CNY2.8 billion.

After that transaction, CEO Wang and parties acting in concert will have almost 15 percent of the online game developer's stock. Chairman Wang and his affiliates will hold 640 million shares or a nearly 9 percent stake as the third-largest stockholder.

Wang Ji's increased control will help the company focus on its game development strategy, optimize its equity structure, and stabilize the management team to contribute to its sustainable development, according to the statement. But as each of the parties has a nearly similar amount of equity, no one can sway decision-making at meetings, the firm added.

Established in 2005, Century Huatong transformed into a gaming company in 2014 after specializing in car parts before. After that, the firm completed a merger of Diandian Interactive and Shengqu Games, becoming the largest mainland-listed company focusing solely on games.

Editor: Emmi Laine, Xiao Yi

[Click here to view image.](#)

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Tencent Cloud Supports Japan's Cloud Gaming Platform "OOParts" to Win the Game; Trusted with Tencent's advanced cloud technology, OOParts is now able to offer gamers the best cloud game experience with ultra-low latency and stable network

Tencent Cloud; PR Newswire

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PR Newswire Asia

PRNASI

English

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TOKYO, March 15, 2021 /PRNewswire/ -- 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.

As cloud gaming puts computing logic and rendering in the cloud and streams the video frame to users in real time, it is essential that latency is kept to a minimum to ensure the best possible video game experience. With Tencent Real-Time Communications (TRTC) solutions, OOParts can ensure ultra-low latency, enabling stable real-time and video streaming while dealing with multiple operating systems in a highly cost-effective way. TRTC offers low-latency interactive live streaming solutions with the following strengths:

*High Cross-Platform Compatibility: TRTC provides video solutions that can be directly implemented on PC, Mac and mobile devices through SDK integration.

*Stable Network Communication: TRTC offers a global average end-to-end latency of less than 300ms. Even when the packet loss rate exceeds 40% and the network jitter goes over 1,000ms, TRTC can still guarantee high-quality, smooth and stable audio and video communications despite a weak network environment.

"We are excited to support OOParts to overcome their challenges, adding another success into Tencent Cloud's achievements in helping Japanese businesses to digitally transform", said Poshu Yeung, Senior Vice President, Tencent Cloud International. "The growth of the cloud gaming market globally is unprecedented. Along with this growth comes the expanding needs of video game developers and providers, which Tencent Cloud aims to fully cover leveraging our deep expertise and experience in cloud solutions and cloud technology for video game and entertainment industries."

Futa Ogawa, Black Inc. Founder & CEO, said, "We know that Tencent is trusted by game developers around the world and had already achieved numerous significant achievements in the industry. Therefore, we are glad to leverage Tencent Cloud to improve our platform cost effectively. Our platform is well-received by users thanks to TRTC's low-latency and high cross-platform compatibility that supports various devices including PC, MacOS and Android devices, taking our platform to the next level. Tencent Cloud's prompt customer support is also impressive, with which we are able to work hand-in-hand to tackle technical difficulties such as isolating defects and verifying video delays."

Tencent Cloud is a secure, reliable and high-performance public cloud service provider that empowers global access and a rich array of services to governments and organizations that need advanced infrastructure and a resilient environment. As a strong testimony to Tencent Cloud's top-notch security standard and competitive services in the global cloud computing industry, Tencent Cloud was named Frost & Sullivan's 2020 Best Practice Competitive Strategy Leadership Award in Global Cloud Industry. It has also earned international certifications, including but not limited to ISO22301, ISO27001, ISO20000, ISO9001, Trusted Cloud Services, CSA STAR, and the Multi-Tier Cloud Security Standard (MTCS SS).

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

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Research and Markets; Worldwide Gaming Industry to 2026 - Featuring Tencent Holdings, Sony and Microsoft Among Others - ResearchAndMarkets.com

945 words

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Medical Letter on the CDC & FDA

MLCF

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English

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2021 MAR 14 (NewsRx) -- By a News Reporter-Staff News Editor at Medical Letter on the CDC & FDA -- The "Gaming Market: Global Industry Trends, Share, Size, Growth, Opportunity and Forecast 2021-2026" report has been added to ResearchAndMarkets.com's offering. According to this report the global gaming market reached a value of US\$ 167.9 Billion in 2020. Looking forward, the publisher expects the global gaming market to reach a value of US\$ 287.1 Billion by 2026, exhibiting a CAGR of 9.24% during 2021-2026.

Gaming, also known as video games or electronic games, refers to a computer application which is played with a certain set of rules. It involves mental or physical stimulation that provides entertainment and relaxation to the player or the spectators. Gaming is a powerful tool that can help children in developing certain life skills and can also aid the educators in seeking ways to supplement classroom teaching.

The gaming sector has been revolutionized with the advent of advanced graphical engines and information technology. The increasing proliferation of mobile phones and easy availability of games on the internet along with innovations in both hardware and software are expected to have a positive impact on the growth of the global gaming market. In addition, the growing adoption of mobile and browser games which offer free-to-play business models is another trend that is gaining traction in the gaming market. Further, with the rising popularity of e-sports, multiplayer video game competition between professional and amateur players, the gaming market is witnessing an accelerated growth worldwide. Some of the other factors propelling the gaming market are empowering nature of games; availability of different genres, such as strategy, action, simulation, etc.; and a shift from physical games to online games. Companies Mentioned Tencent Holdings Limited

Sony Corporation

Microsoft Corporation

Apple Inc.

Activision Blizzard Inc

Google LLC

NetEase Inc.

Electronic Arts Inc.

Nintendo Co. Ltd and Bandai Namco Holdings Inc. Key Questions Answered in This Report: How has the global gaming market performed so far and how will it perform in the coming years?

What are the key regions in the global gaming market?

What has been the impact of COVID-19 on the global gaming market?

Which are the device types in the global gaming market?

Which are the platforms in the global gaming market?

Which are the revenue types in the global gaming market?

Which are the popular type in the global gaming market?

Which are the age groups in the global gaming market?

What are the various stages in the value chain of the global gaming market?

What are the key driving factors and challenges in the global gaming market?

What is the structure of the global gaming market and who are the key players?

What is the degree of competition in the global gaming market? Key Topics Covered: 1 Preface 2 Scope and Methodology 3 Executive Summary 4 Introduction 4.1 Overview 4.2 Key Industry Trends 5 Global Gaming Market 5.1 Market Overview 5.2 Market Performance 5.3 Impact of COVID-19 5.4 Price Analysis 5.5 Market Breakup by Device Type 5.6 Market Breakup by Platform 5.7 Market Breakup by Revenue Type 5.8 Market Breakup by Type 5.9 Market Breakup by Age Group 5.10 Market Breakup by Region 5.11 Market Forecast 5.12 SWOT Analysis 5.13 Value Chain Analysis 5.14 Porters Five Forces Analysis 6 Market Breakup by Device Type 6.1 Consoles 6.1.1 Market Trends 6.1.2 Market Forecast 6.2 Mobiles and Tablets 6.2.1 Market Trends 6.2.2 Market Forecast 6.3 Computers 6.3.1 Market Trends 6.3.2 Market Forecast 7 Market Breakup by Platform 7.1 Online 7.1.1 Market Trends 7.1.2 Market Forecast 7.2 Offline 7.2.1 Market Trends 7.2.2 Market Forecast 8 Market Breakup by Revenue Type 8.1 In-Game Purchase 8.1.1 Market Trends 8.1.2 Market Forecast 8.2 Game Purchase 8.2.1 Market Trends 8.2.2 Market Forecast 8.3 Advertising 8.3.1 Market Trends 8.3.2 Market Forecast 9 Market Breakup by Type 9.1 Adventure/Role Playing Games 9.1.1 Market Trends 9.1.2 Market Forecast 9.2 Puzzles 9.2.1 Market Trends 9.2.2 Market Forecast 9.3 Social Games 9.3.1 Market Trends 9.3.2 Market Forecast 9.4 Strategy 9.4.1 Market Trends 9.4.2 Market Forecast 9.5 Simulation 9.5.1 Market Trends 9.5.2 Market Forecast 9.6 Others 9.6.1 Market Trends 9.6.2 Market Forecast 10 Market Breakup by Age Group 10.1 Adult 10.1.1 Market Trends 10.1.2 Market Forecast 10.2 Children 10.2.1 Market Trends 10.2.2 Market Forecast 11 Market Breakup by Region 11.1 Asia Pacific 11.2 North America 11.3 Europe 11.4 Middle East and Africa 11.5 Latin America 12 Competitive Landscape 12.1 Market Structure 12.2 Key Players 12.3 Profiles of Key Players For more information about this report visit <https://www.researchandmarkets.com/r/rsr43> View source version on businesswire.com: <https://www.businesswire.com/news/home/20210225005818/en/>

Keywords for this news article include: Viral, COVID-19, Virology, SARS-CoV-2, RNA Viruses, Research and Markets, Severe Acute Respiratory Syndrome Coronavirus 2.

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Tencent Cloud; Gaming Market Boom: The Secret Behind the Best-Selling Games

253 words

1 March 2021

Internet Weekly News

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English

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2021 MAR 1 (VerticalNews) -- By a News Reporter-Staff News Editor at Internet Weekly News -- As the world looks forward and prepares for its recovery after the pandemic that swept the globe since last year, the gaming industry remains optimistic about its future. According to the latest Global Games Market Report by Newzoo, the gaming market is anticipated to continue its growth, and is forecast to generate US\$217.9 billion in 2023[1]. The same study also found that the pandemic also contributed to its growth as gamers stayed home to enjoy more of their favorite hobby.

How do we make sure that gamers' need for entertainment remains fulfilled as the gaming industry gains more traction? Take "PlayerUnknown's Battlegrounds (PUBG)" as an example, which Steam[2] ranks as one of its top 10 best-sellers in 2020 with as high as hundreds of thousands of concurrent peak users from around the world. This tournament game, one of the original battle royale games, is sensitive to latency and network jitter and needs to manage surges, high concurrency, high-speed performance and massive user access. To meet these harsh demands and deliver a high-performance gaming experience, a reliable and secure cloud service provider is truly the ace to win the game.

Keywords for this news article include: Business, Tencent Cloud, Internet Companies.

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Worldwide **Gaming** Industry to 2026 - Featuring **Tencent** Holdings, Sony and Microsoft Among Others - ResearchAndMarkets.com

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25 February 2021

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Business Wire

BWR

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DUBLIN--(BUSINESS WIRE)--February 25, 2021--

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Key Questions Answered in This Report:

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- What is the structure of the global gaming market and who are the key players?
- What is the degree of competition in the global gaming market?

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