Lessons from social gaming

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Vice President, Asia/Pacific

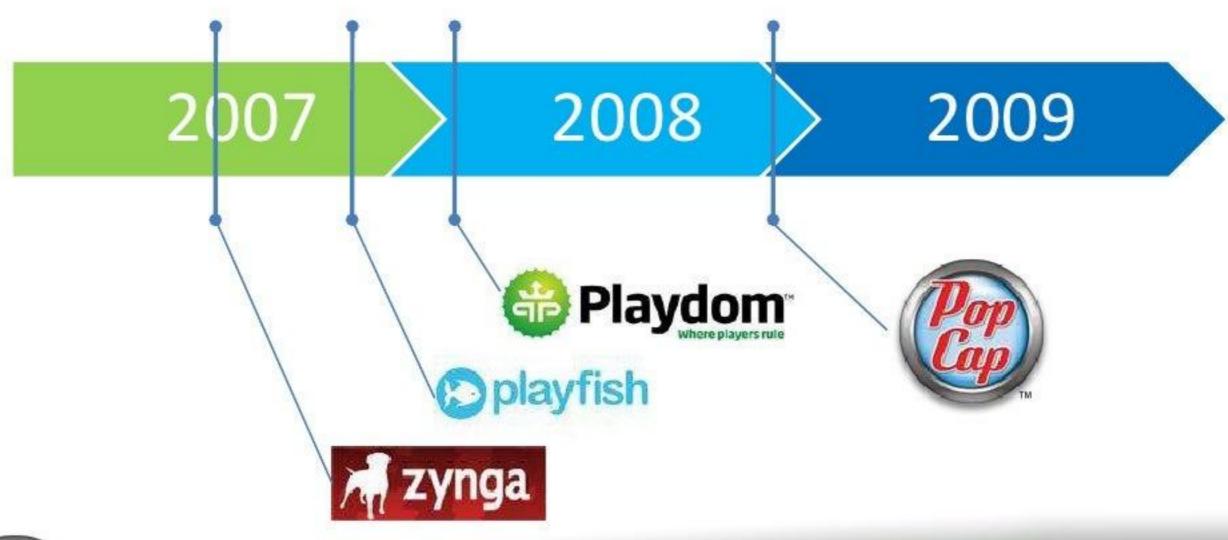
Twitter: "gwertz"







PopCap was late





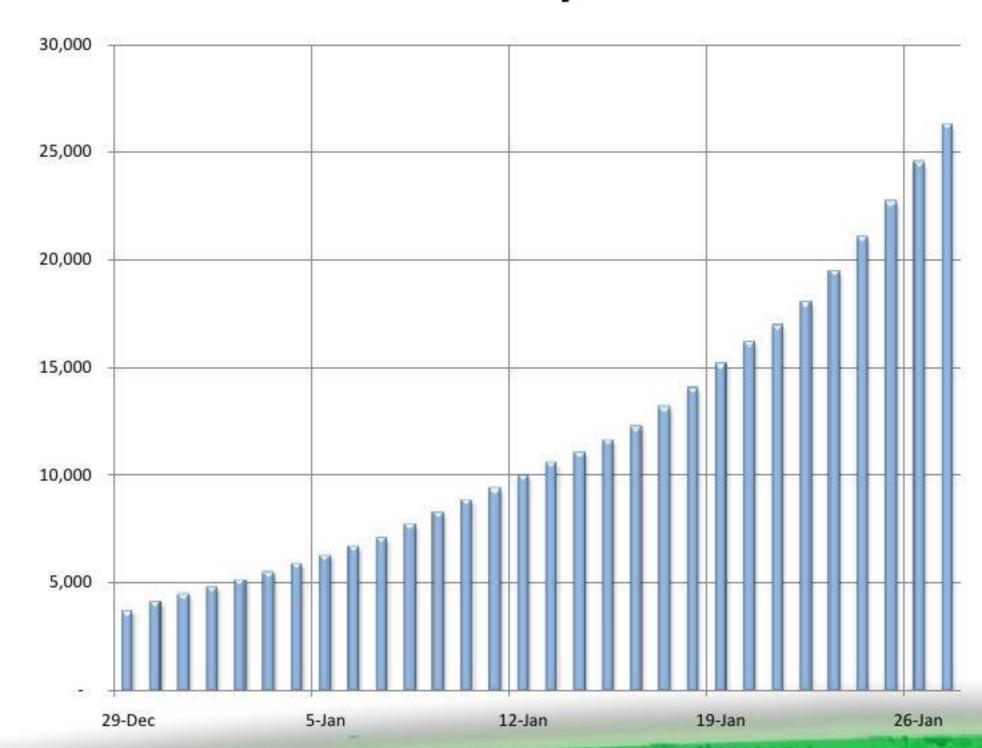
Bejeweled Blitz



- First social product
- 6 weeks development
- Launched Jan 2009
- Based on our most popular brand



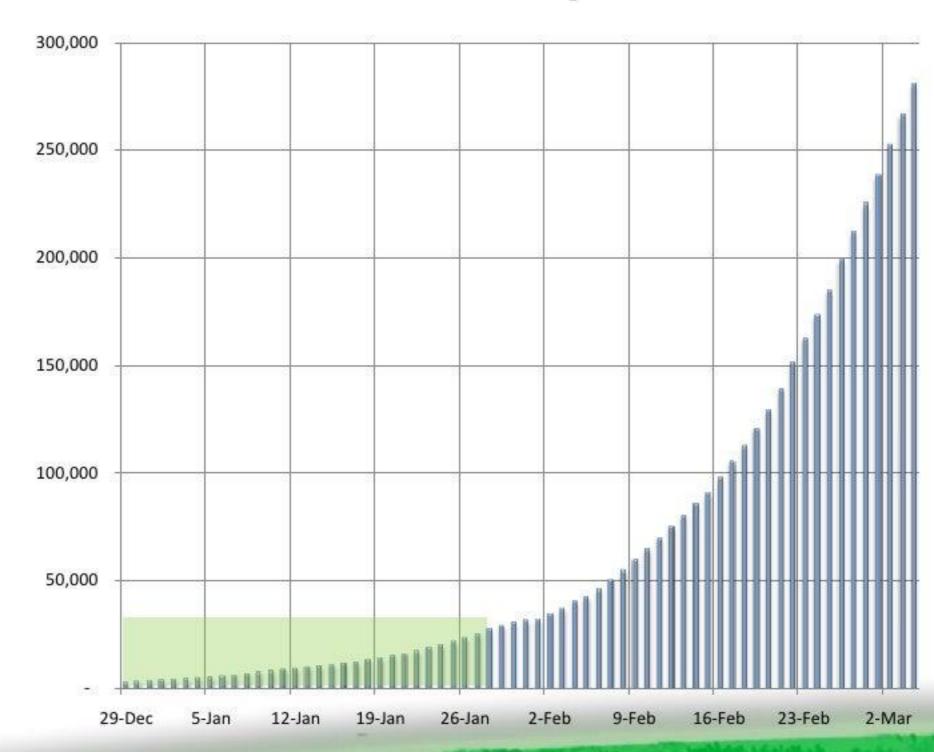
First 30 days



Monthly Active Unique users (MAU)



First 60 days



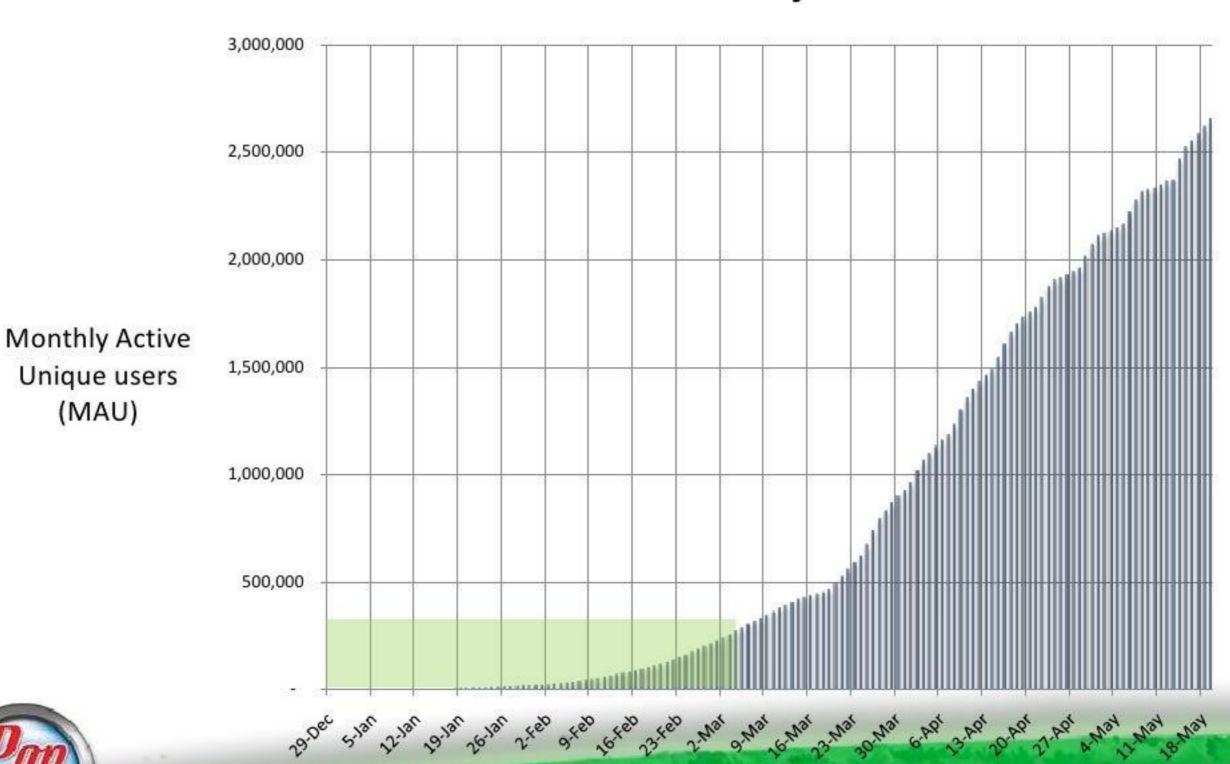


Monthly Active

Unique users

(MAU)

First 140 days





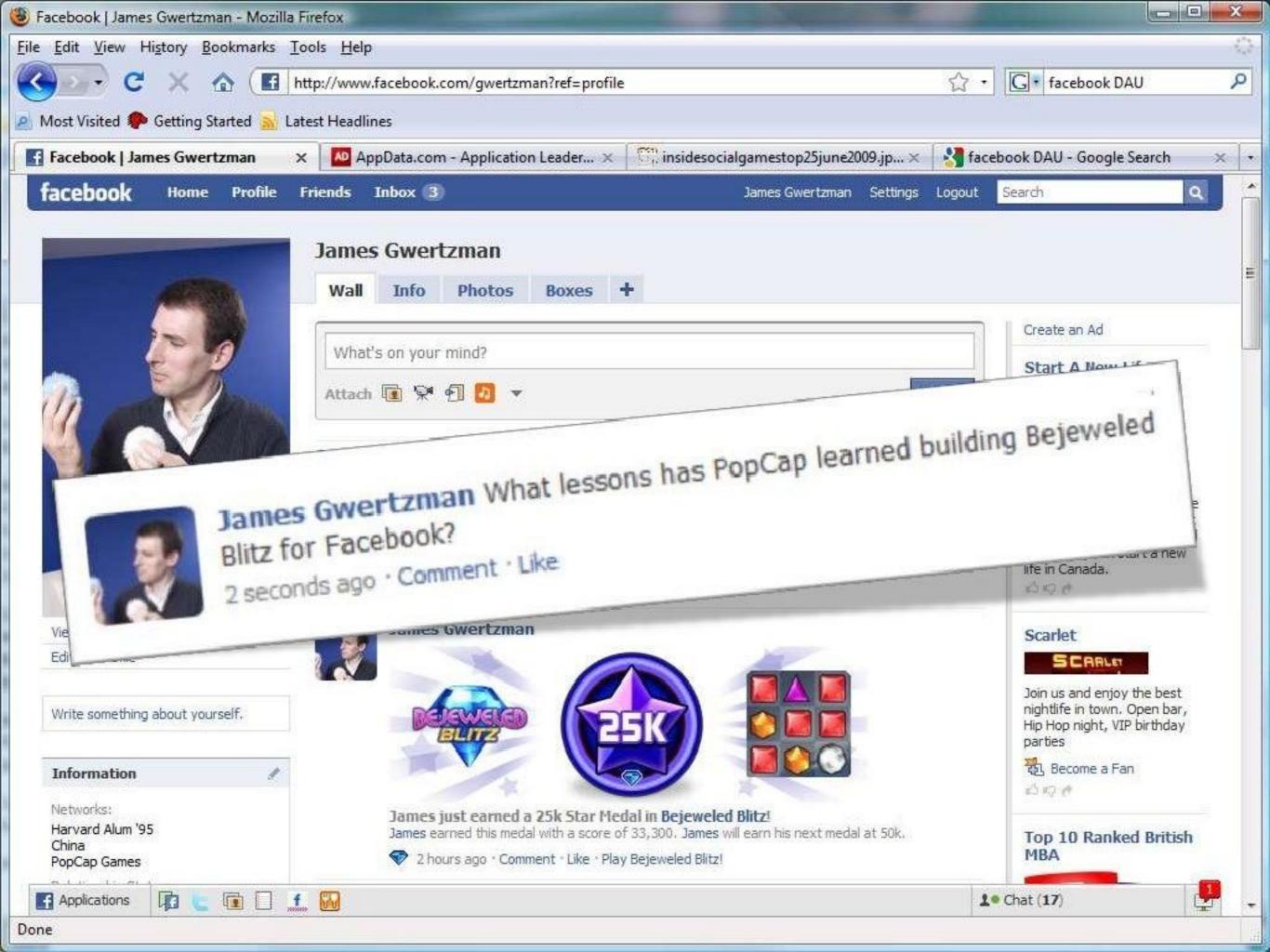
Unique users

(MAU)

Top Facebook Games (today)

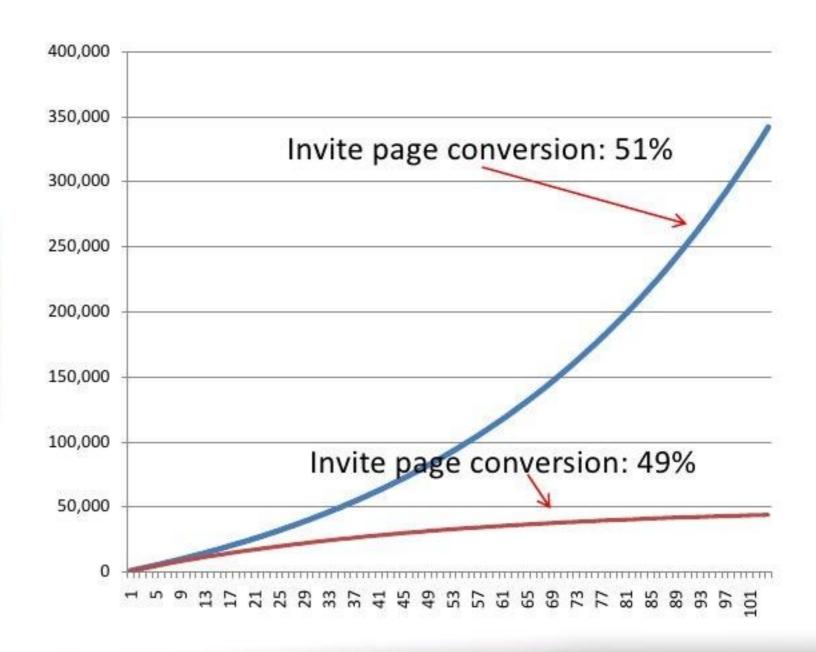
Monthly Active Uniques (MAU)				
1	3	MindJolt Games	15,573,977	MindJolt
2	•	Texas HoldEm Poker	15,037,277	Zynga
3	M	Mafia Wars	14,308,520	Zynga
4		Pet Society	13,625,169	Playfish
5	F	Farm Town	12,968,126	Slashkey
6	*	FarmVille	12,634,789	Zynga
7	y	YoVille	8,954,037	Zynga
8		Restaurant City	7,370,692	Playfish
9		Typing Maniac	5,313,697	Metrogames
10	*	Bejeweled Blitz	5,115,021	Popcap Games





Understanding viral growth

ASSUMPTIONS:			
Starting users	1,000		
% who open new account	25.0%		
Invites per new user (w/in 1st week)	8		
% of friends who open invitation	??		

























Dealing with unstable platform

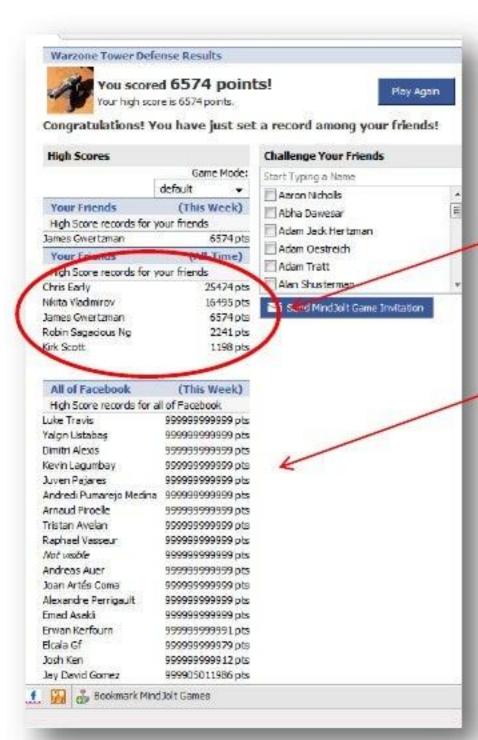




Designing a "social" game

- Social games emphasize relationships
 - Lots of interaction with other users
 - Interaction is integral to the gameplay
- Blitz started with just high-score posting
- Added more "social" features over time
 - "team score" for prize competition
 - Trash talking & showing off





Cheating

Cheating against your friends is generally no fun and is self-policing...

Not so cheating against the world... These players are playing a very different game



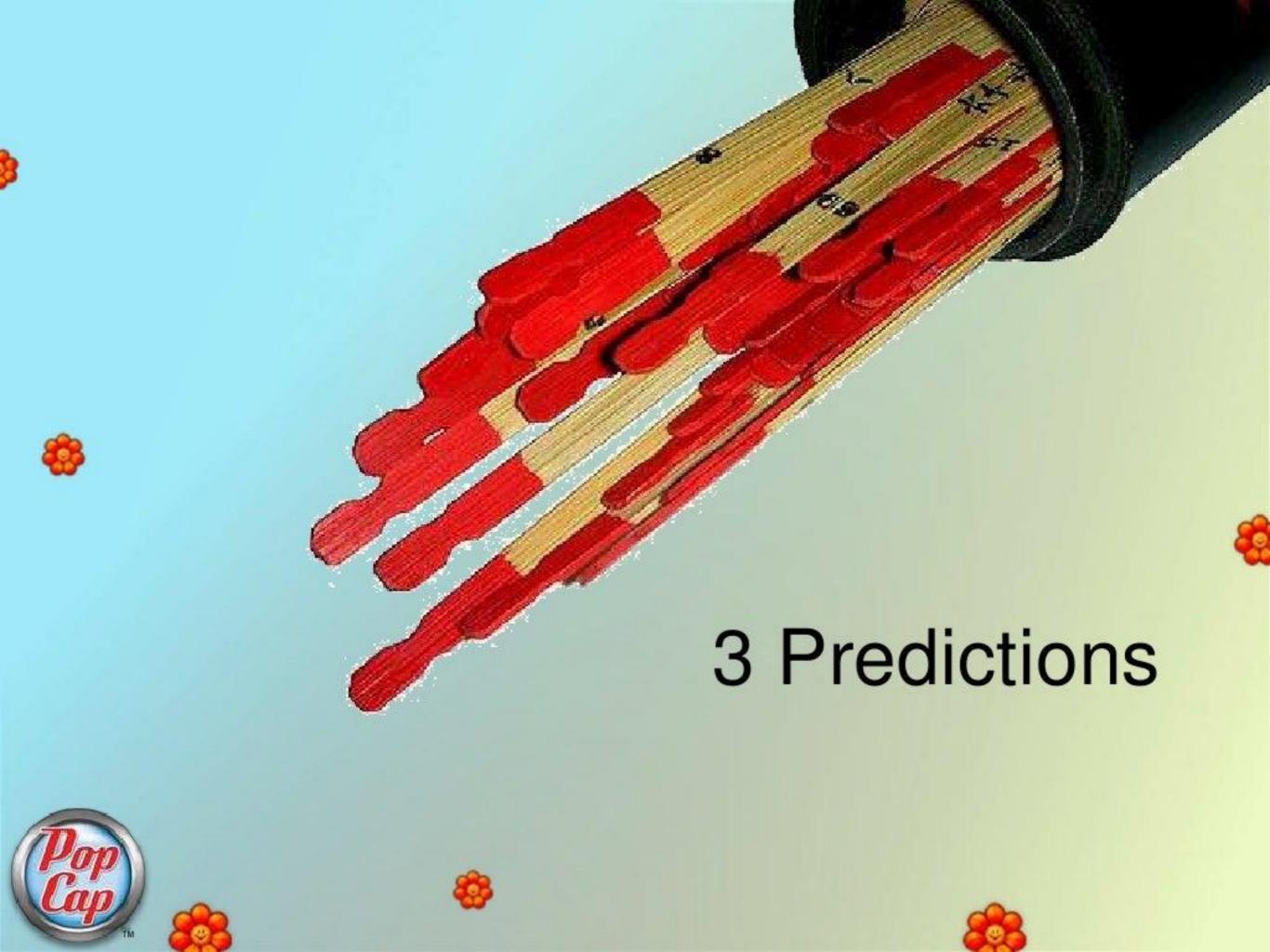
Cheating

Activate time hack Deactivate time hack Increase score multiplier Visit CyberShadow's Bejeweled Blitz page

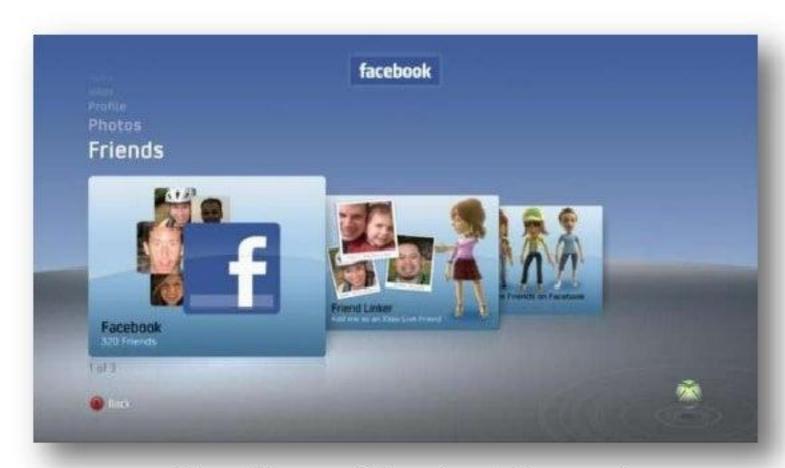
It's very hard to protect against determined hackers... so design to minimize the impact







Social interaction w/ all games



Xbox Live and Facebook Connect



iPhone game and Facebook Connect

