# Lessons from social gaming

James Gwertzman

Vice President, Asia/Pacific

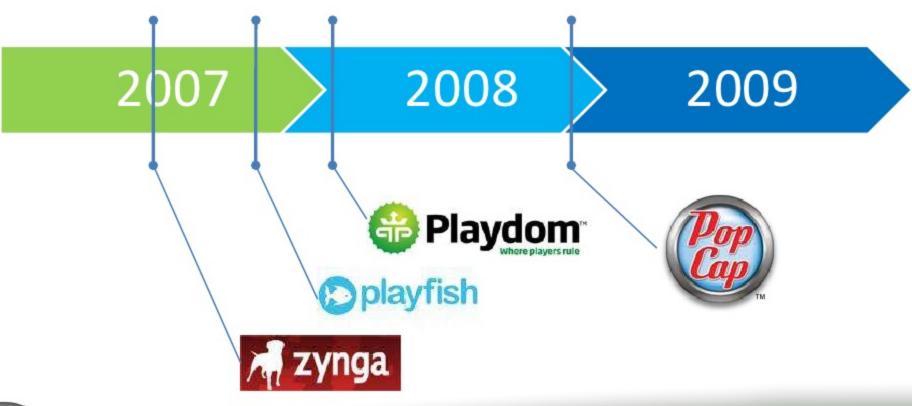
Twitter: "gwertz"







#### PopCap was late





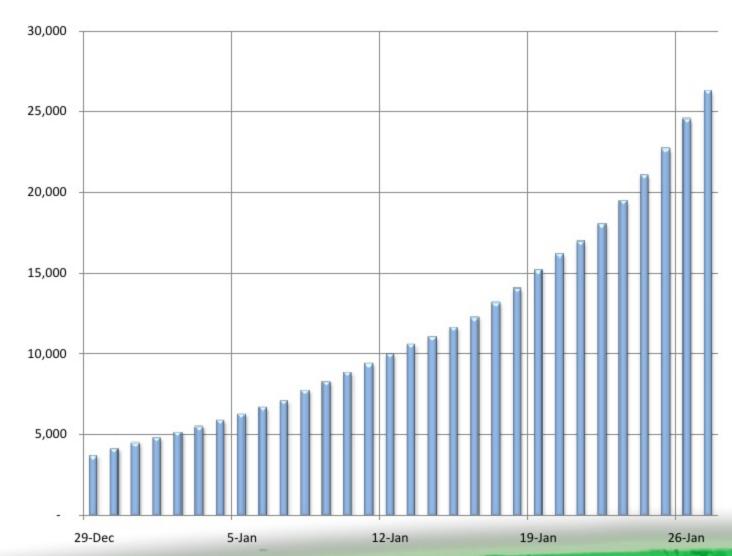
#### Bejeweled Blitz

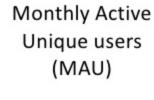


- First social product
- 6 weeks development
- Launched Jan 2009
- Based on our most popular brand



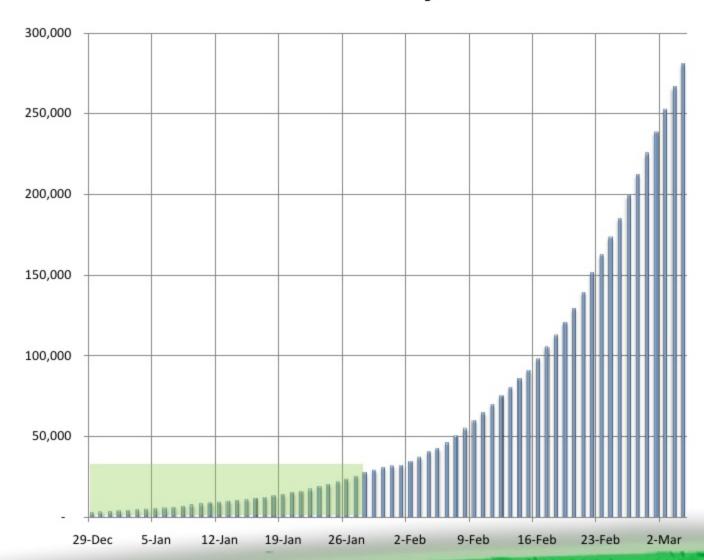
## First 30 days







### First 60 days



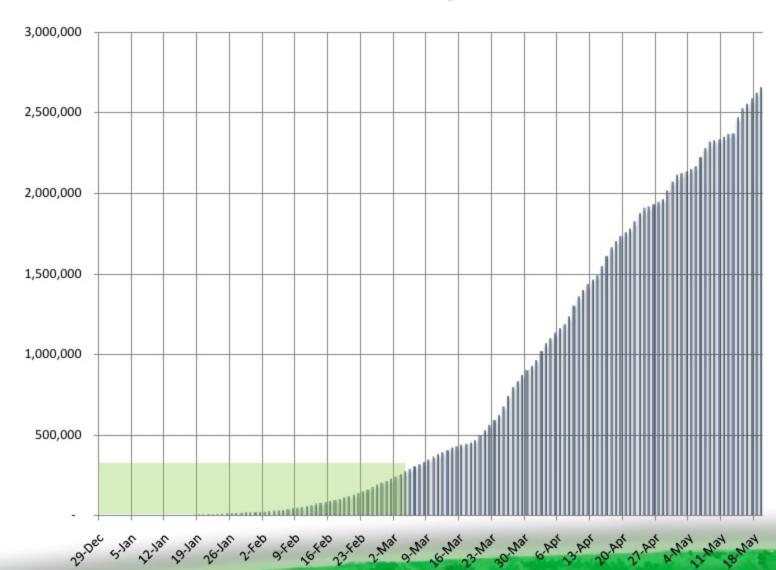


Monthly Active

Unique users

(MAU)

#### First 140 days





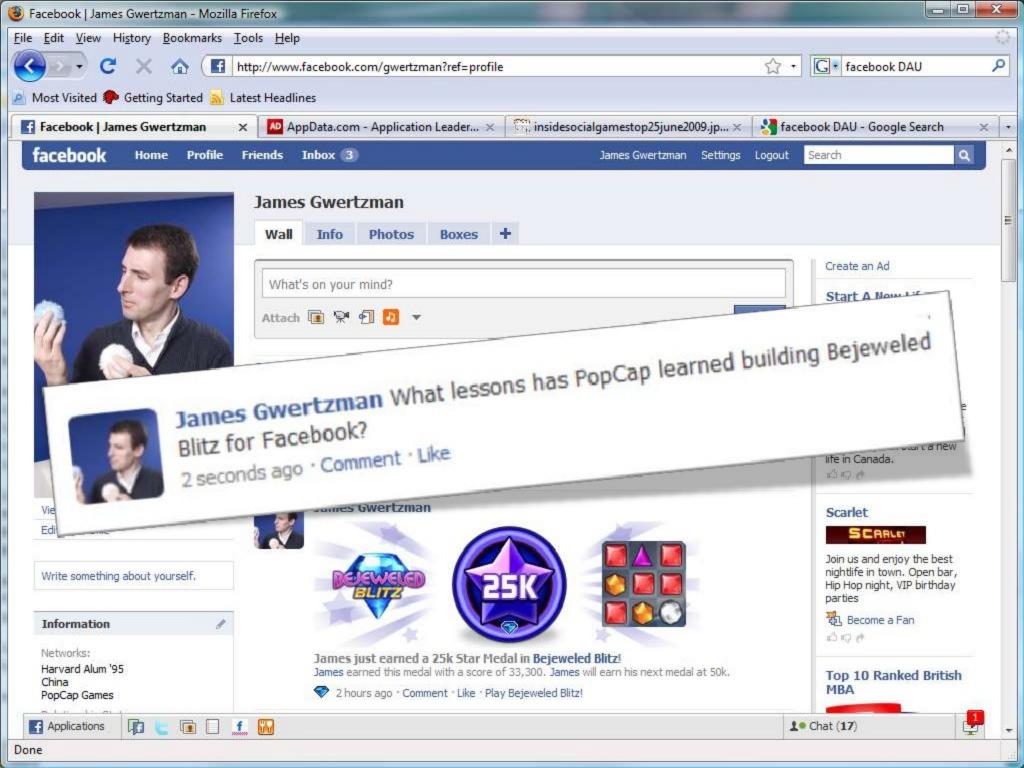
Monthly Active

Unique users (MAU)

## Top Facebook Games (today)

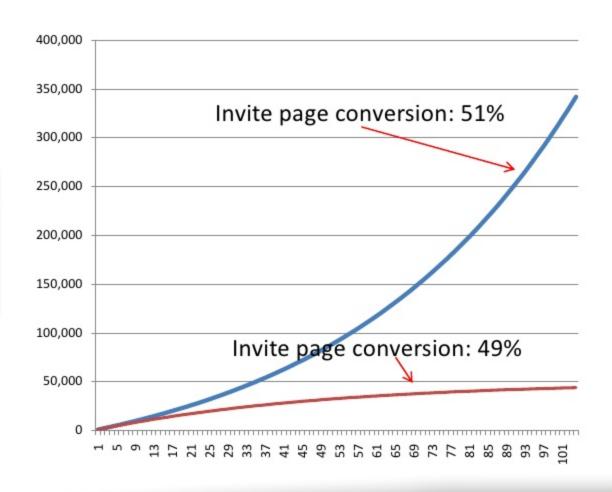
	Monthly Active Uniques (MAU)					
	1	3	MindJolt Games	15,573,977	MindJolt	
	2	•	Texas HoldEm Poker	15,037,277	Zynga	
	3	M	Mafia Wars	14,308,520	Zynga	
	4		Pet Society	13,625,169	Playfish	
	5	F	Farm Town	12,968,126	Slashkey	
	6	*	FarmVille	12,634,789	Zynga	
	7	y	YoVille	8,954,037	Zynga	
	8		Restaurant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





### 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

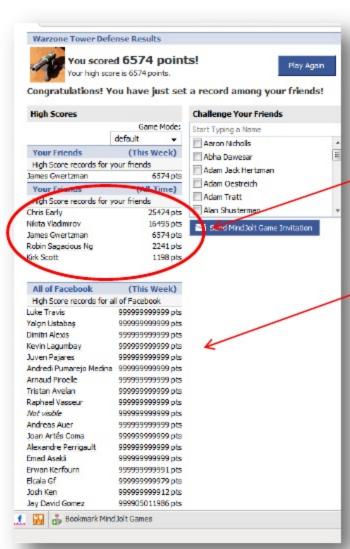




### Designing a "social" game

- 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



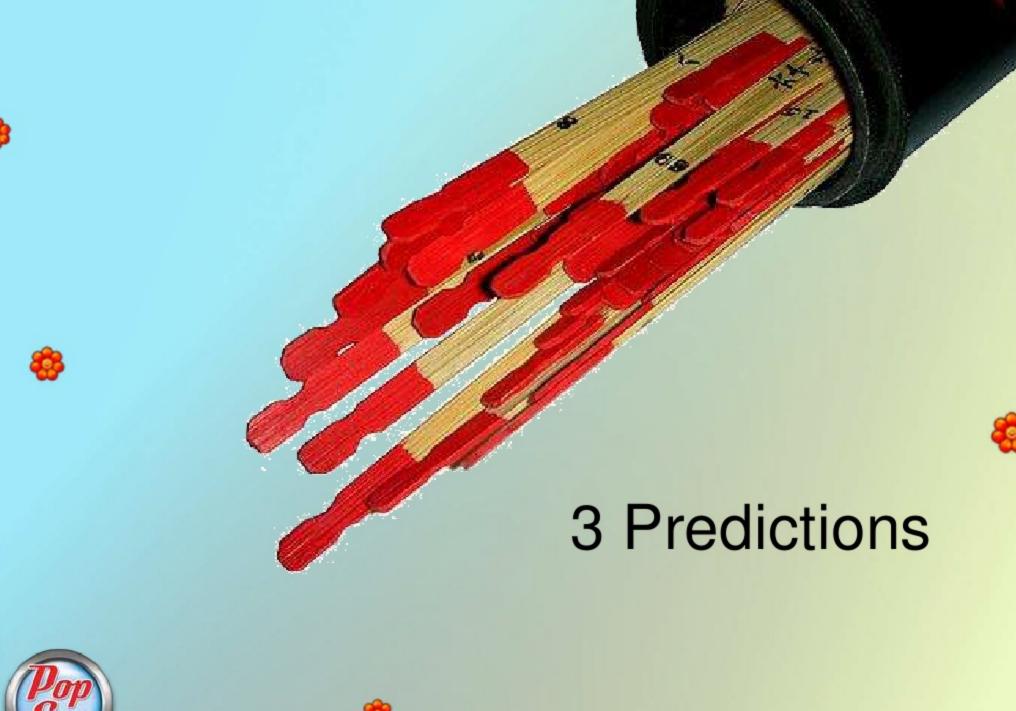
#### Cheating

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



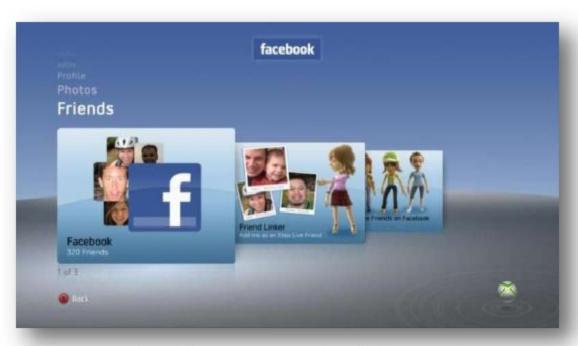








#### Social interaction w/ all games



**Xbox Live and Facebook Connect** 



iPhone game and Facebook Connect

