

[인사말]

마이크로소프트 & 게임

with Microsoft Game Stack

최영락, Developer Product Marketing Manager

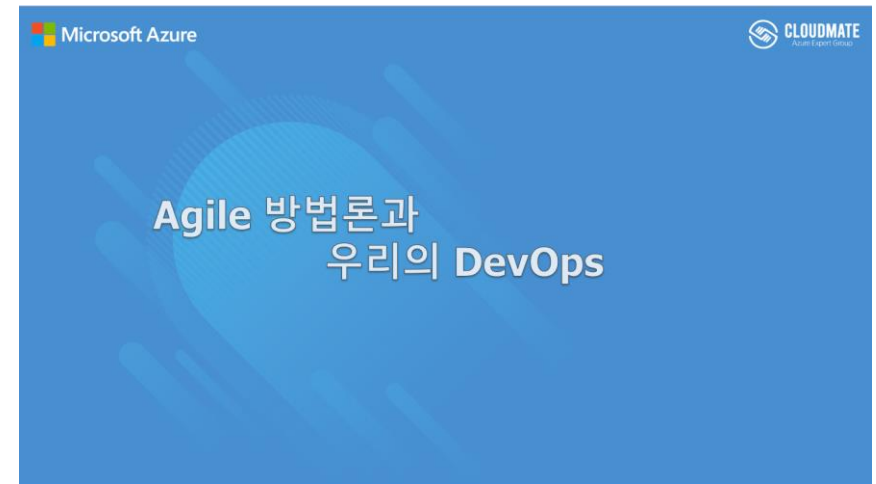
참석해 주셔서 감사합니다



게임 서버 개발자를
위한 Windows
컨테이너 입문

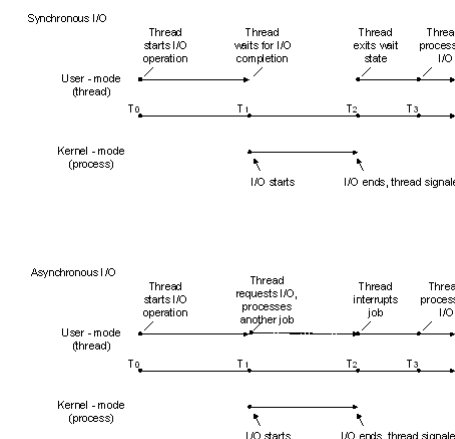
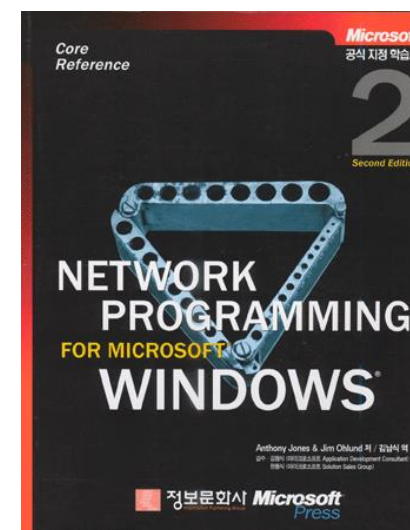
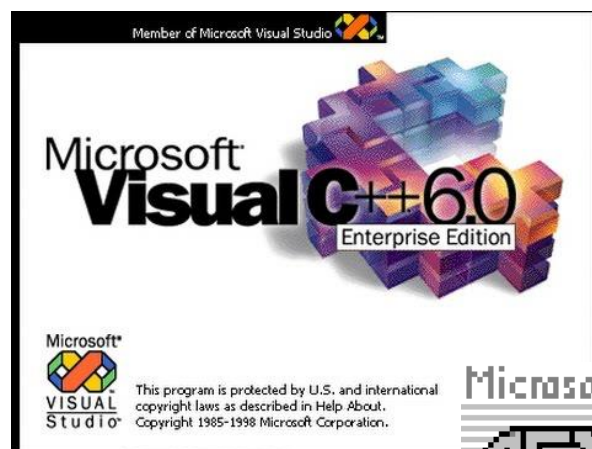
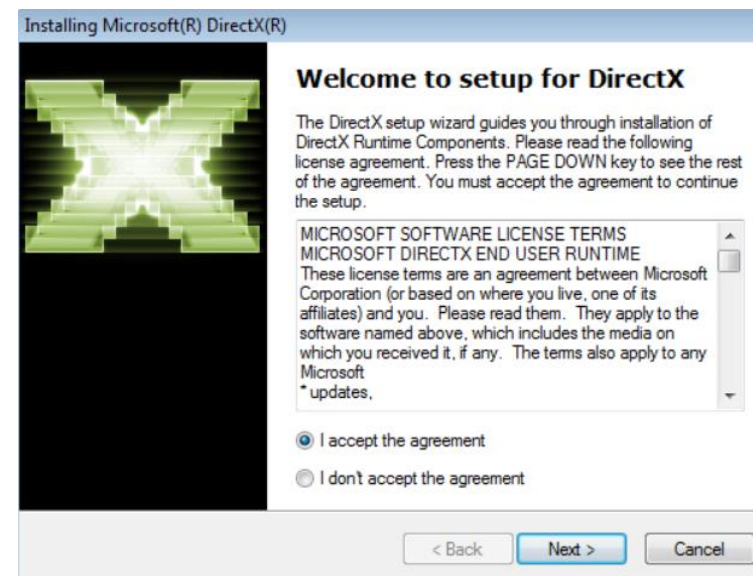
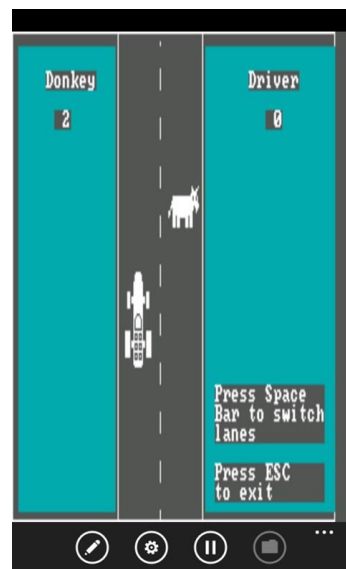
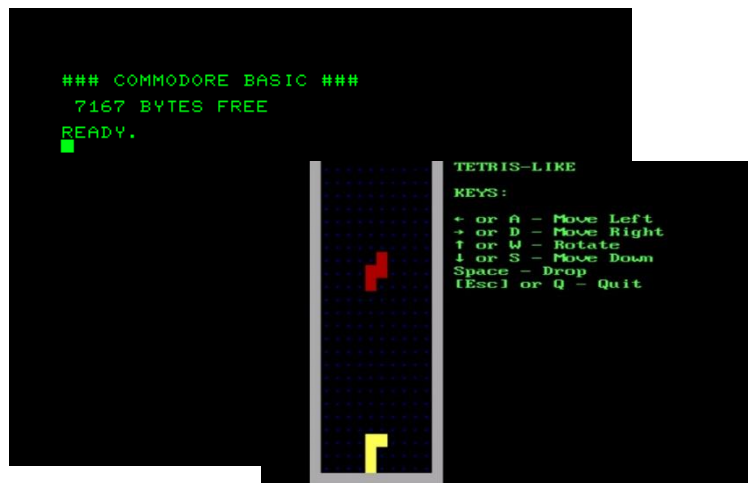
DEV SISTERS

남정현

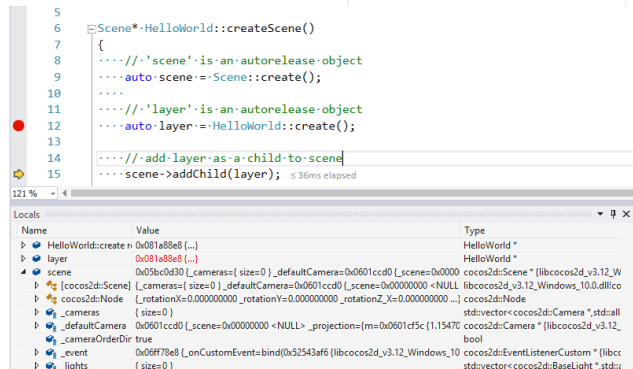
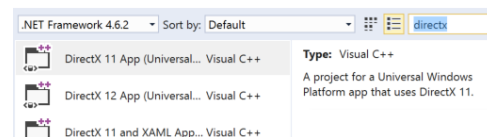
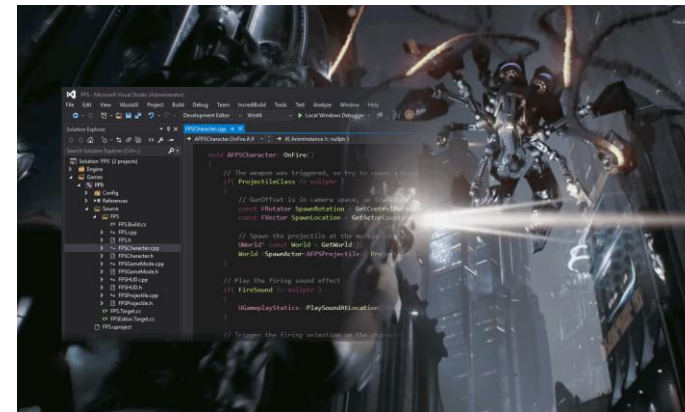
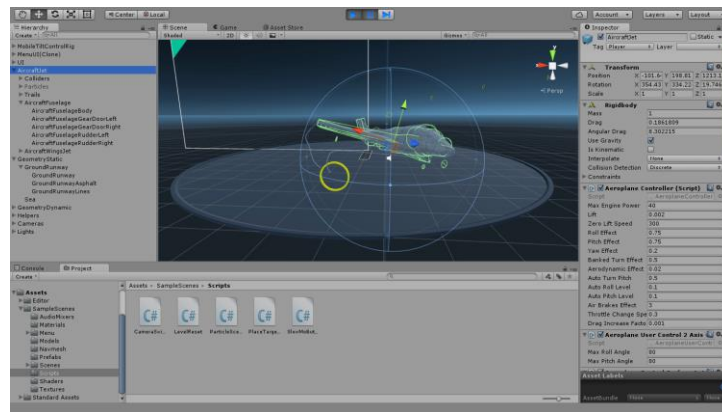


AGENDA

Microsoft & Gaming – quick history...



현재 모바일/클라우드 환경에서의 Microsoft & Gaming



- 게임 백엔드 인프라 빌드
- 플레이어들의 몰입도 유지
- 빅 데이터 분석으로 깊이 있는 게임 분석 도출

Microsoft Game Stack 소개

Game Stack의 목표

배포

업데이트

제작 및 운영

빌드

서비스

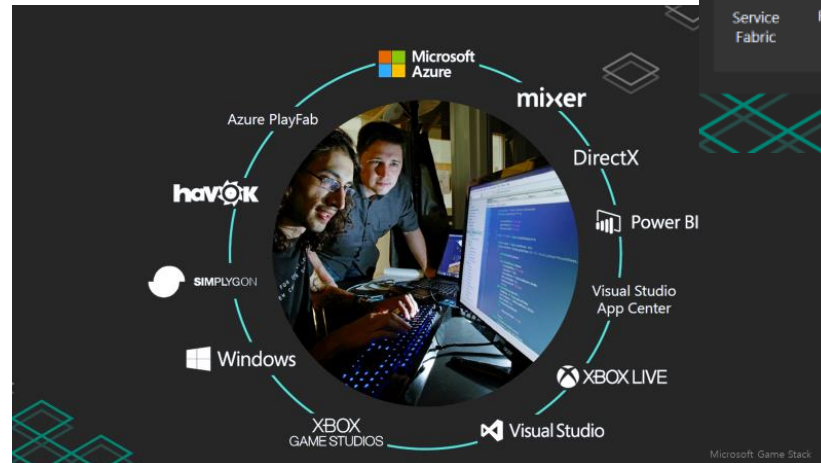
육성

Microsoft Game Stack

Azure는 게임 개발자들이 더 많이 성취할 수 있도록 도와드립니다.

Compute	Database and Storage	Apps & Content	AI & Analytics	Develop & Deploy	Hybrid & Networking
VMs and Scale Sets Containers	Azure SQL Cosmos DB	Web Apps Mobile Apps	Cognitive Services Machine Learning	App Center Azure Batch	Virtual Network Load Balancer
Service Fabric Functions	Redis Cache Blob Storage	CDN Notification Hubs	Bot Service HD Insight	Azure DevOps	Security Center ExpressRoute

Microsoft Game Stack



Microsoft Game Stack 솔루션

Azure DevOps

Azure Gaming

Azure PlayFab

Azure Spatial Anchors

Babylon.js

DirectX

GitHub

Havok

ID@Xbox

Microsoft Store

Mixed Reality

Mixer

Partner Center

Power BI

Project xCloud

Simplygon

UWP

Visual Studio

Visual Studio App Center

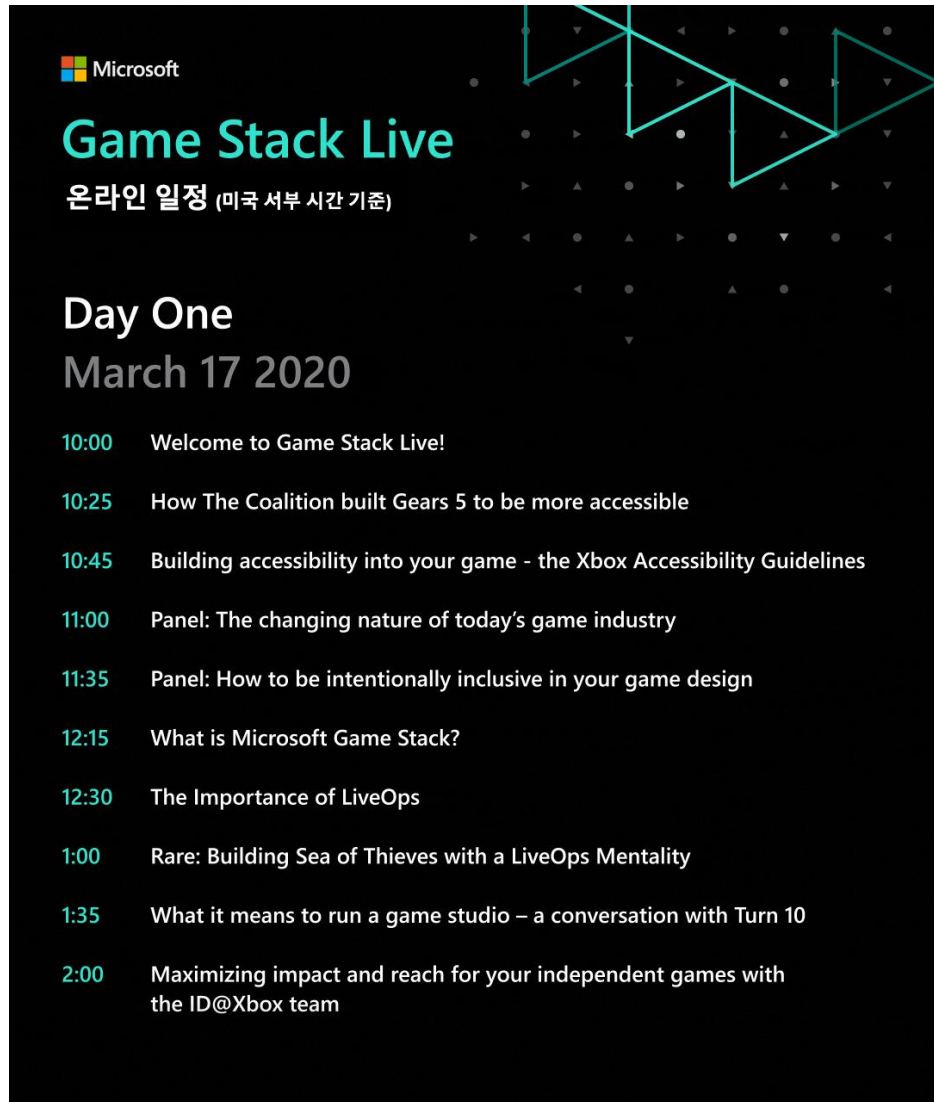
Visual Studio Code

Windows ML

Xbox Creators Program

Xbox Live

그 외 여러 Microsoft Gaming 이벤트 & 커뮤니티에도 많은 관심 부탁드립니다



Microsoft

Game Stack Live

온라인 일정 (미국 서부 시간 기준)

Day One

March 17 2020

- 10:00 Welcome to Game Stack Live!
- 10:25 How The Coalition built Gears 5 to be more accessible
- 10:45 Building accessibility into your game - the Xbox Accessibility Guidelines
- 11:00 Panel: The changing nature of today's game industry
- 11:35 Panel: How to be intentionally inclusive in your game design
- 12:15 What is Microsoft Game Stack?
- 12:30 The Importance of LiveOps
- 1:00 Rare: Building Sea of Thieves with a LiveOps Mentality
- 1:35 What it means to run a game studio – a conversation with Turn 10
- 2:00 Maximizing impact and reach for your independent games with the ID@Xbox team

<https://aka.ms/gamestacklive2020>



클라우드 & 게임개발자 모임

<https://aka.ms/cloudgamedevforum>

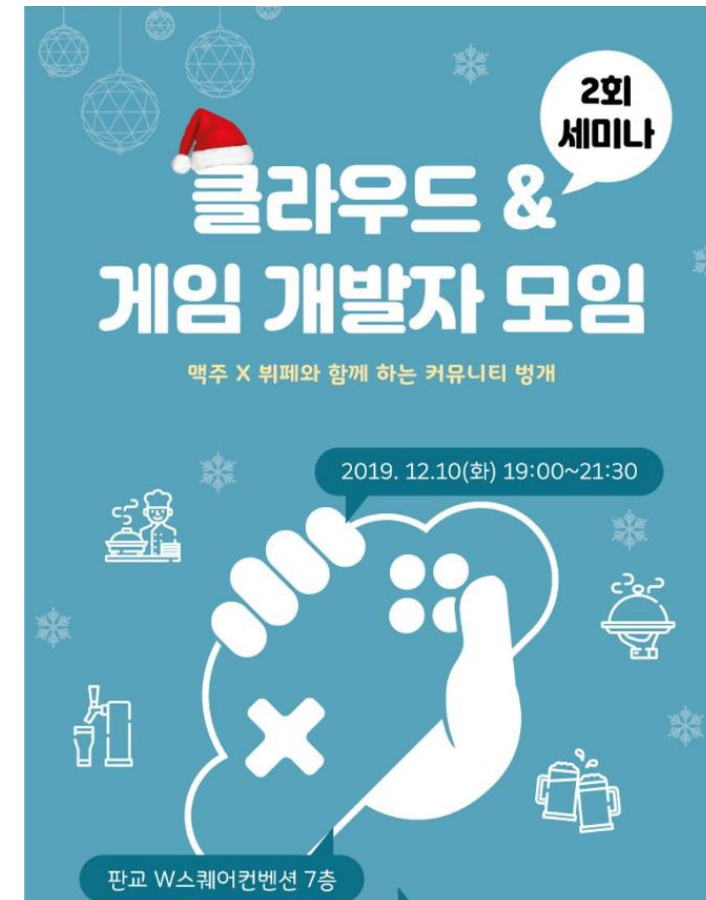


Azure Service

게임사에 필요한

2019년 7월 31일(수) 12:30 ~ 17:20

경기창조경제혁신센터 3층 강의실 2



클라우드 & 게임 개발자 모임

2회 세미나

맥주 X 뷔페와 함께 하는 커뮤니티 병개

2019. 12.10(화) 19:00~21:30

판교 W스퀘어컨벤션 7층

THANK YOU