## CI465

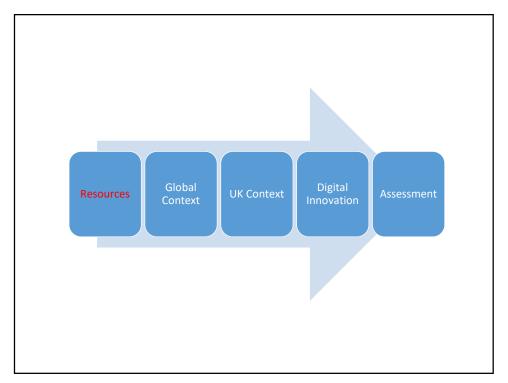
Working in the Digital and Games Industries

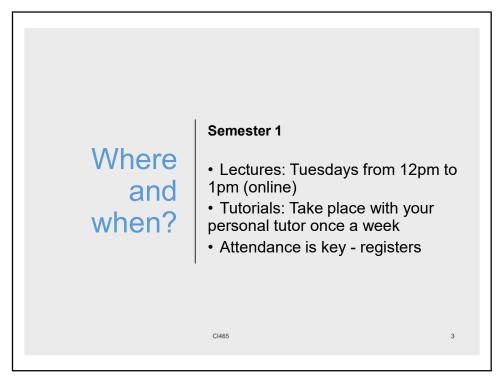
Lecture 2 – More on the Module and the Digital & Games Industries

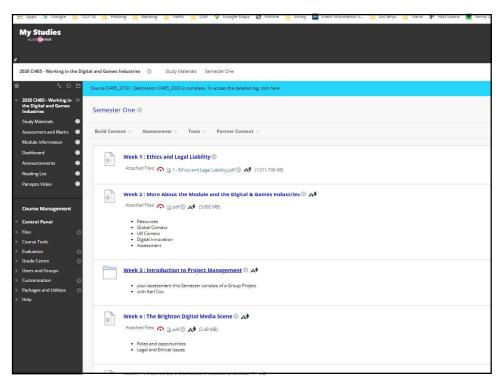
Module leader: Andrew Montgomery

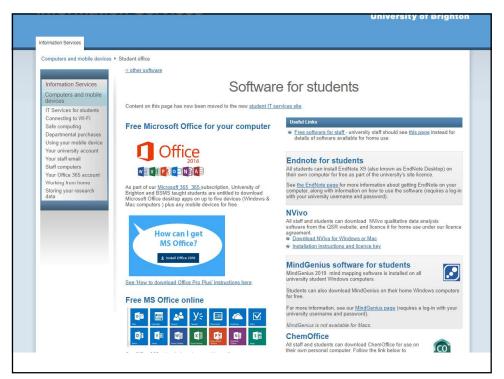
Module team: Andrew Montgomery, Dr Panagiotis Fotaris

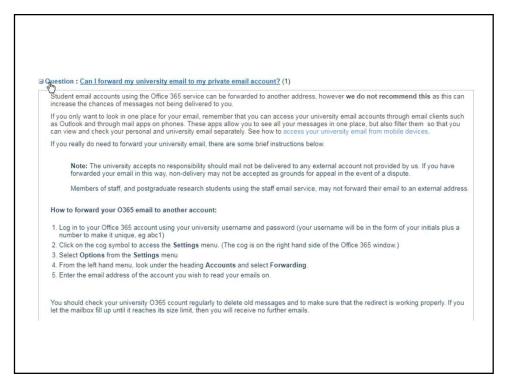
1



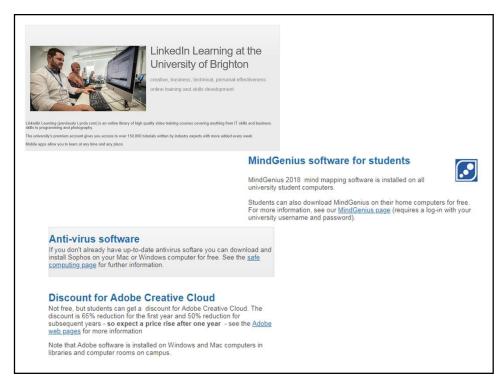


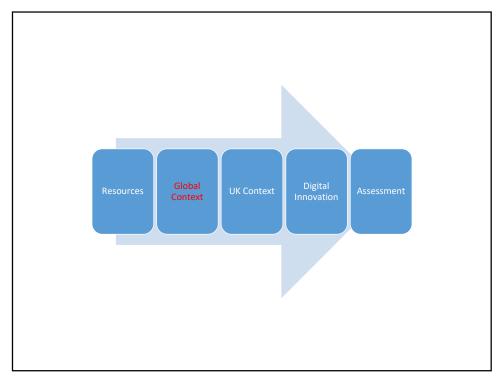






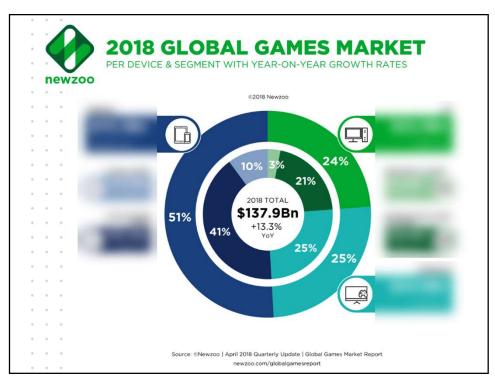


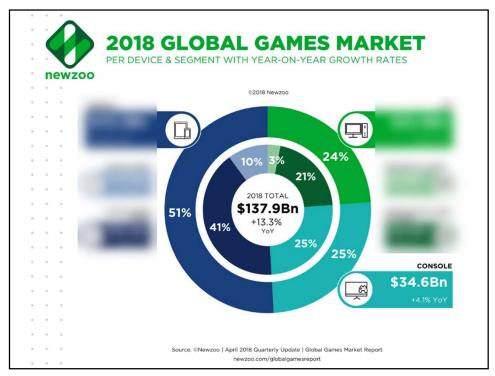


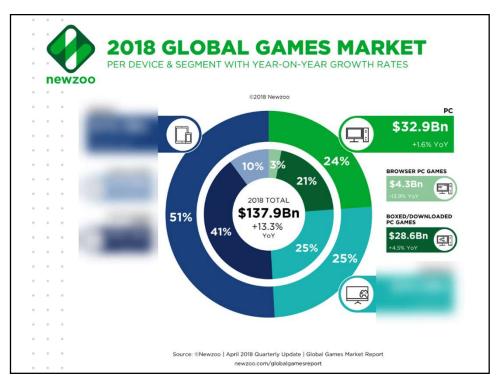


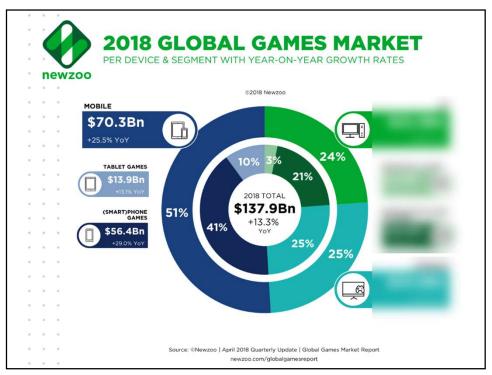


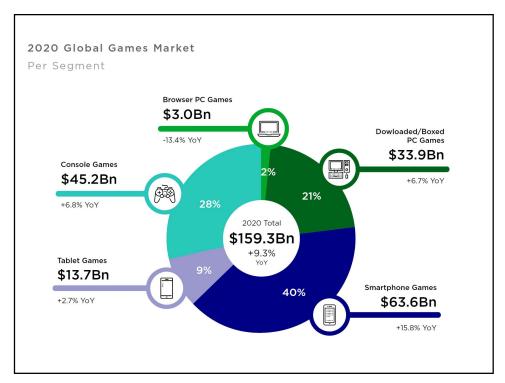


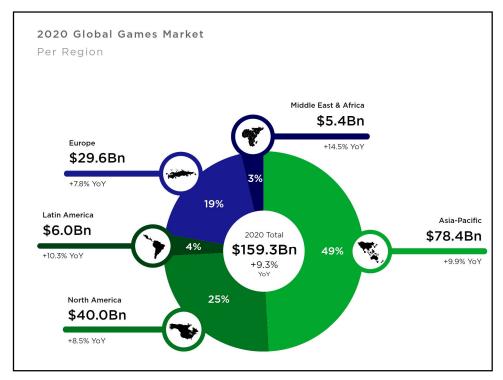


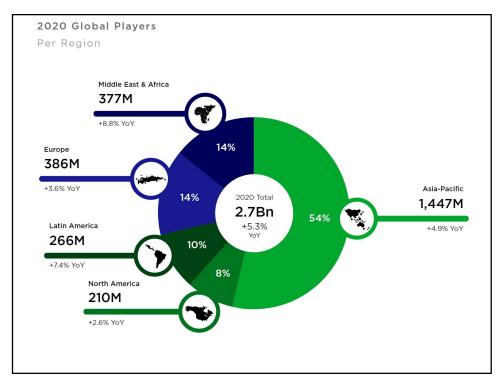


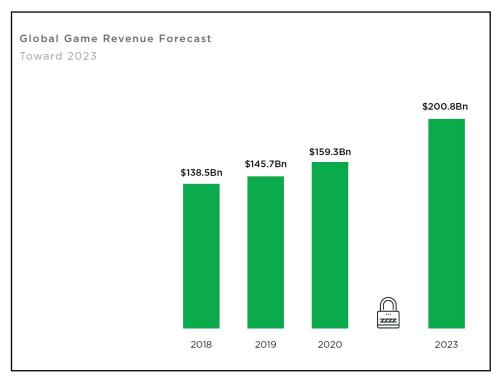


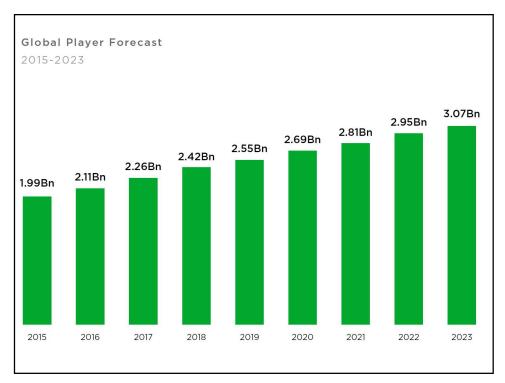












Top 50 Public Companies 2019

| Rank |                               |    | Q1 (\$M) | Q2 (\$M) | Q3 (\$M) | Q4(\$M) | 2019 (\$M) | YoY Growth |
|------|-------------------------------|----|----------|----------|----------|---------|------------|------------|
| 1    | Tencent                       | CN | 5,096    | 4,936    | 5,213    | 5,300   | 20,545     | 10%        |
| 2    | Sony                          | JP | 3,452    | 2,865    | 3,047    | 3,769   | 13,133     | -8%        |
| 3    | Apple                         | US | 2,435    | 2,564    | 2,946    | 2,887   | 10,832     | 14%        |
| 4    | Microsoft                     | US | 2,243    | 1,980    | 2,219    | 2,831   | 9,273      | -4%        |
| 5    | Google                        | US | 1,737    | 1,788    | 1,948    | 1,877   | 7,350      | 13%        |
| 6    | NetEase                       | CN | 1,725    | 1,665    | 1,680    | 1,690   | 6,759      | 16%        |
| 7    | Activision Blizzard           | US | 1,706    | 1,279    | 1,107    | 1,749   | 5,841      | -15%       |
| 8    | EA                            | US | 1,238    | 1,209    | 1,348    | 1,593   | 5,388      | 2%         |
| 9    | Nintendo                      | JP | 885      | 769      | 1,109    | 2,191   | 4,954      | 13%        |
| 10   | Bandai Namco<br>Entertainment | JP | 909      | 632      | 726      | 701     | 2,968      | 2%         |

CI465

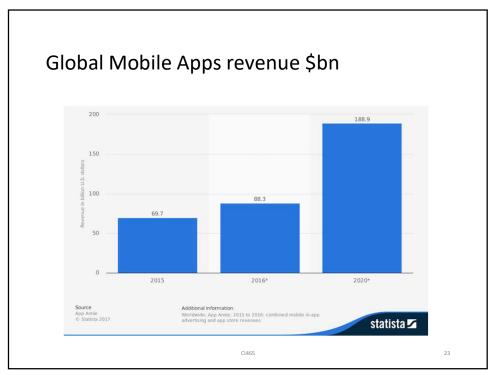
21

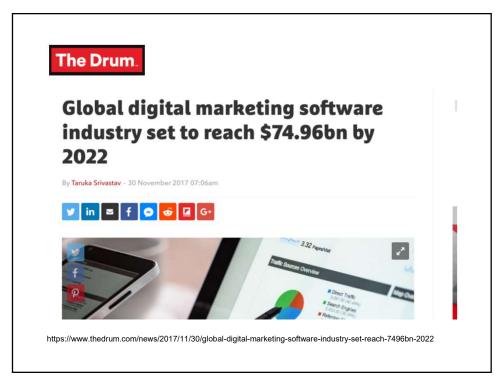
## Next-Generation Consoles: Who Is Going to Buy Them?

At the end of 2020, Sony and Microsoft will launch their next-generation consoles. The PlayStation 5 and Xbox Series X will be the fifth generation of these iconic consoles. Together with Nintendo, these companies dominate the console market.

Whenever a new generation launches, the spending pattern of console payers follows a predictable pattern. Spending on hardware goes up with the purchase of the console, but also on peripherals like extra controllers, a new headset, or VR hardware. One of this year's key questions is how impactful the launch of these new consoles will be. For the first year of a console launch, developers and publishers face a difficult task: figuring out how much to cater to the first movers—the group that picks up the new console in the first year—and how much to invest in the majority of players that sticks with the current console.

Cl465 22

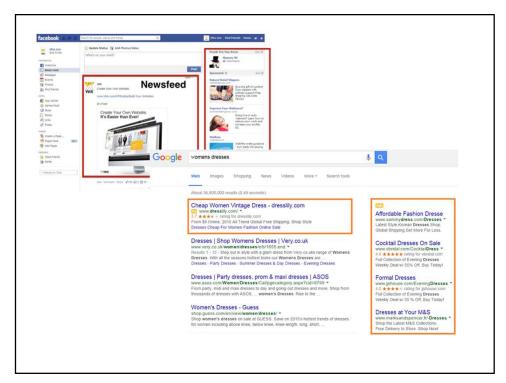


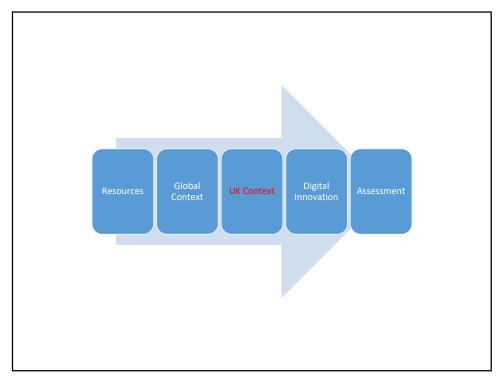


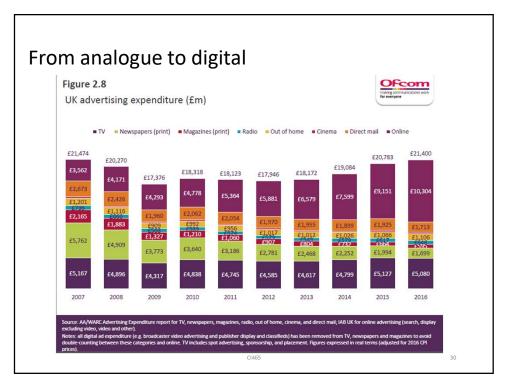


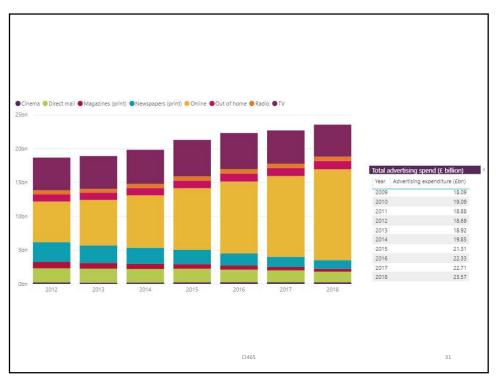




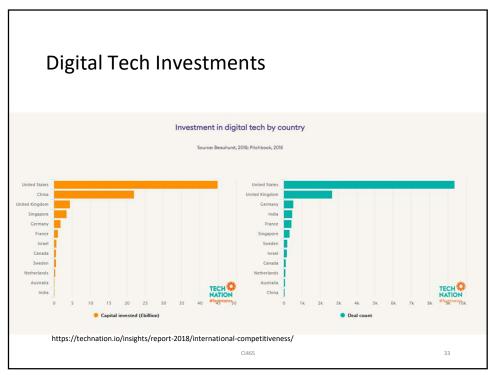


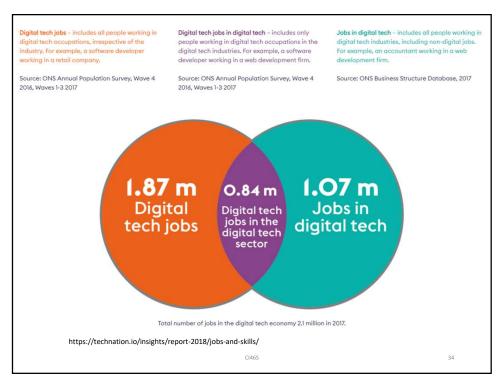


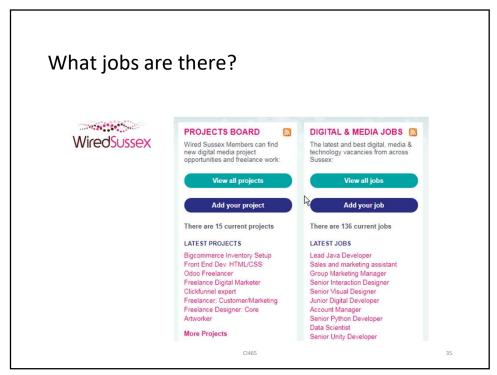


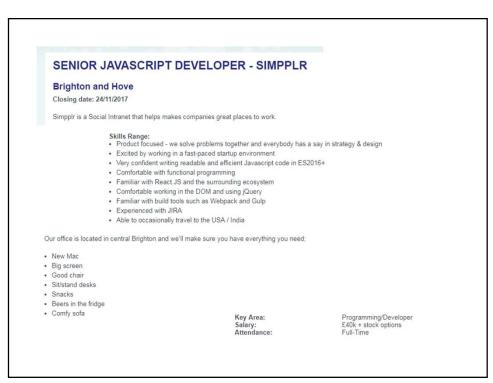












## MID - SENIOR WEB DEVELOPER - DREAMSHOCK DESIGN

Closing date: 27/11/2017

Dreamshock are a creative team with a collective vision: to share our vibrant, innovative approach, relentless design passion and technical expertise with our clients to provide stunning and compelling results.

### Skills Range:

- The ability to hand-code HTML5, CSS, and Javascript to a high standard
  A strong understanding of usability, interaction design and information architecture
- Experience with responsive design throughout mobile and tablets
   Ability to use the adobe creative suite in particular Photoshop
- Great written communication
   Hilking to clients and managing maintenance requests

Key Area: Salary: Attendance:

Programming/Developer £20-30K Full-Time

37

## **SEARCH MARKETING MANAGER - PETER CHRISTIAN**

## Small dole

Closing date: 31/10/2017

Peter Christian if family business that has been established since 2003, established as a catalogue business we are now ever increasingly focused on expanding our online operations both in the U.K and overseas, especially the United States. We have fun a lively team based in Small Dole, in the heart of the Sussex Downs. We can offer a operative salary, generous staff discount on all clothing, plus company benefits including; a cycle to work scheme, pension scheme. Job Tures: Pograaneet Type: Permanent

Job Description:

PPC / Search Marketing Manager

We have a genuinely exciting opportunity for a PPC / Search Marketing person to join our growing E-commerce operations. The successful candidate will be responsible for the strategy, planning and management of our UK & US Search campaigns.

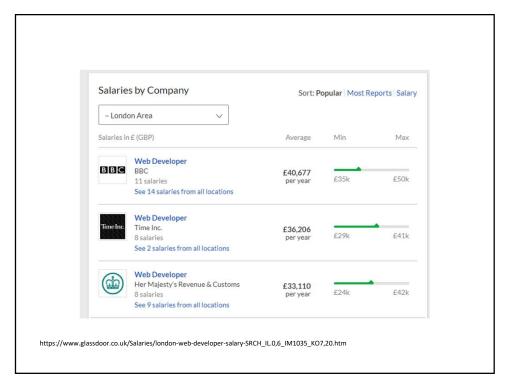
This role could be a great development opportunity for a graduate.

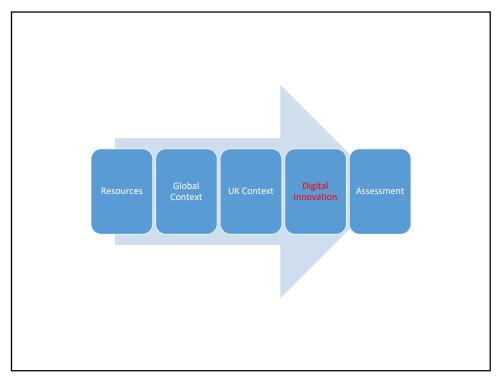
## Skills Range:

- Ideally some PPC experience, gained in either an agency or a client side role across the Google and Bing platforms
   Google Analytics skills essential
   Google AdWords and Google Analytics certified would be advantageous
   Experience handling budgets and dealing with tough performance targets
   Highly analytical, data driven with strong reporting skills and knowledge of Microsoft Excel
   Organised, with a good eye to detail and a mind of an effective problem solver

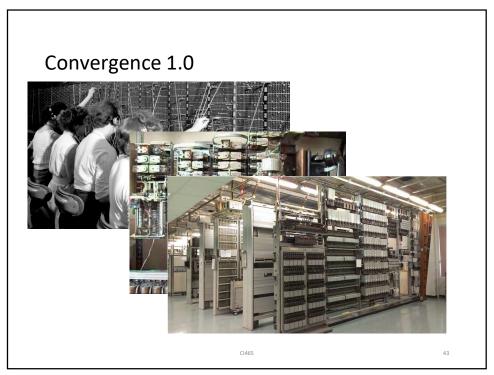
# PROJECT MANAGER - WEST PIER STUDIO Brighton Closing date: 03/10/2017 We are a leading games and software development studio based in Brighton, a stones throw from Brighton beach and our namesake, the iconic West Pier. We create and publish high quality technology and gambling applications across all platforms. Skills Range: Experience in managing a complete life cycle of software projects in a customer facing environment. Partner liaison and management will be a key part of the role. Experience managing multiple projects in parallel within an Agile development environment. Project and bug tracking software i.e. JIRA. Confidence with different development technologies and understand design and QA processes. Previously worked in a highly compliance based industry i.e. Finance, Banking, Insurance or Gambling. Experience within the gambling industry would be desirable but not essential. Additional Information: What we offer: Flexible and fair working hours Competitive day rate Monthly social events A friendly, focused and relaxed working environment Ongoing training and development with career progression Excellent central Brighton location, based a short walk from the seafront, Brighton rail station, the lanes and some of the cities most sought after coffee shops, restaurants and bars

39

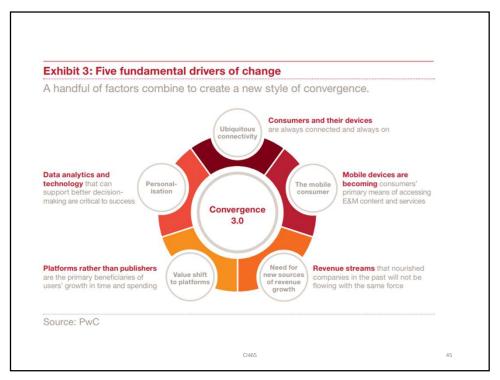


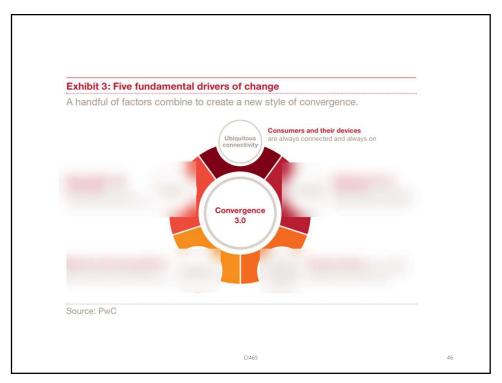


## Convergence Convergence | Nan-Yer-jen(t)s Definition of Convergence 1 : the act of converging and especially moving toward union or uniformity 4 : the merging of distinct technologies, industries, or devices into a unified whole https://www.merriam-webster.com/dictionary/convergence



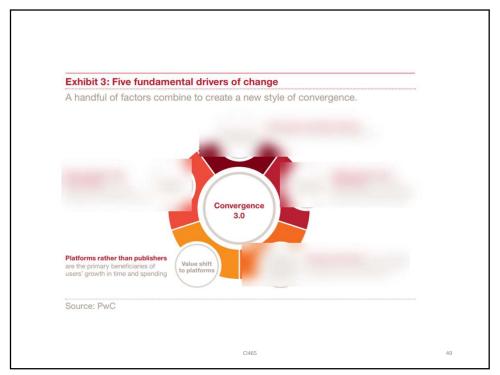


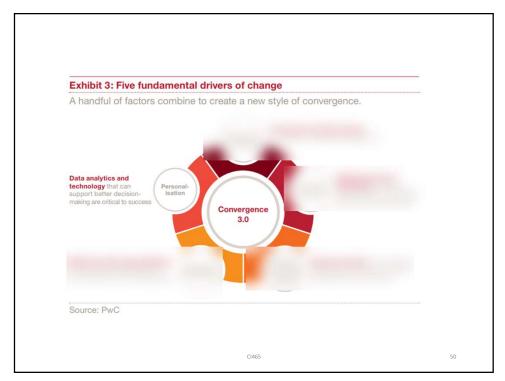


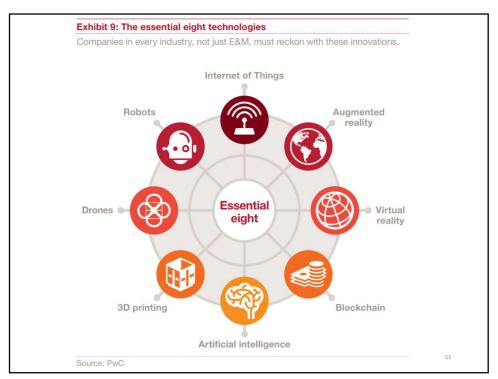






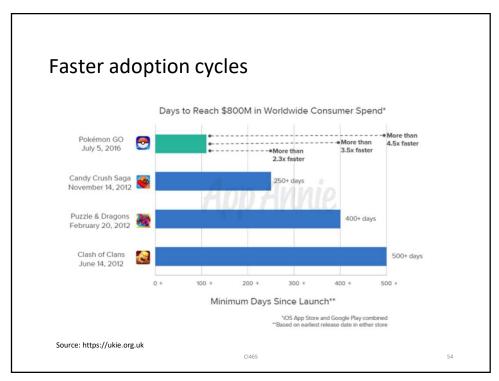


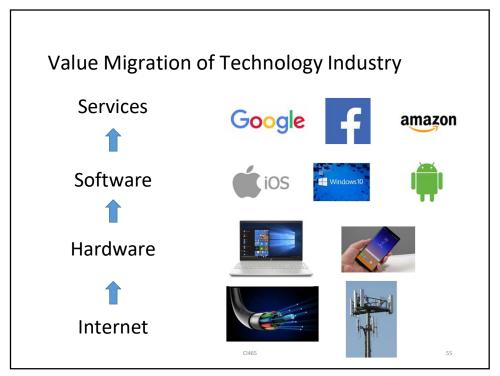


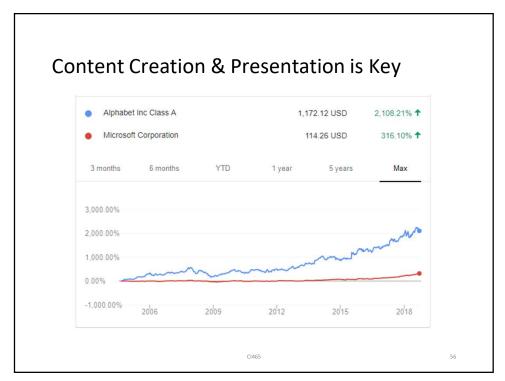


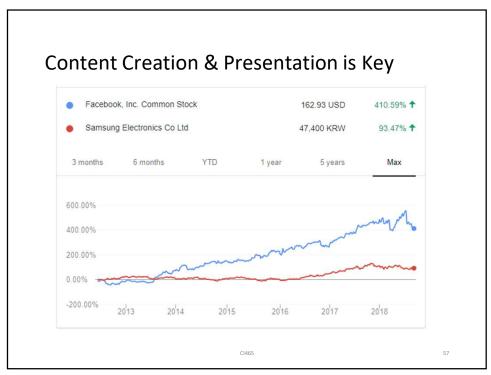


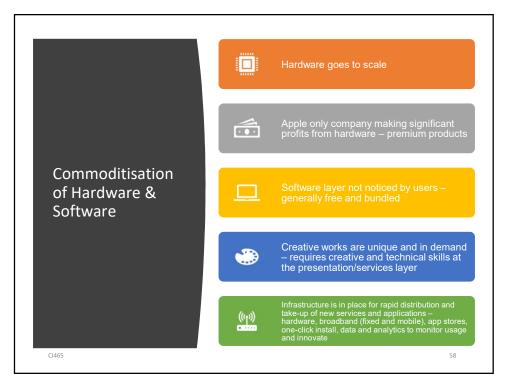


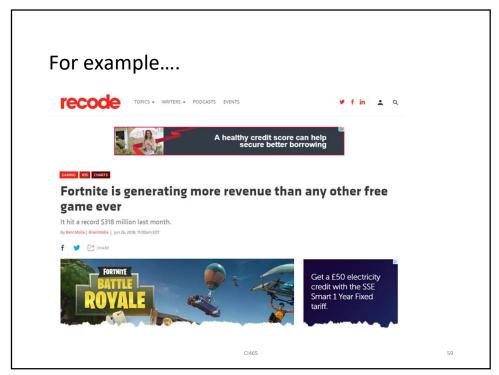




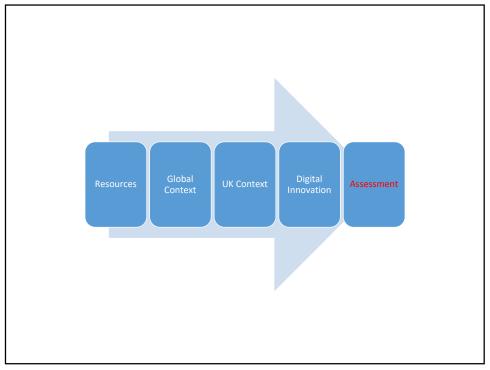












# Semester 1 Assessment (50% of the overall marks) Project done in groups of 3-4, investigating a company in the digital <u>OR</u> games sector. Students can choose to be assessed by <u>ONE</u> of the following – • A 3,000 word group report, plus an individual statement of contribution to the group effort; OR • A 30 minute group slideshow presentation, including questions (each group member must contribute to the creation and delivery of the presentation); OR • A 5 - 6 minute video production, hosted online, plus an individual statement of contribution to the group effort

## Marking criteria for the Group Report:

- Evidence of appropriate research (70% weighting for this
- component); Individual statement of contribution (10% weighting for this
- component);
  Formatting and writing style of report (10% weighting for this component);
  Appropriate referencing of report (Harvard) (10% weighting for this component)

## **Assessment**

## Marking criteria for the Group Presentation:

- Clarity of presentation; (e.g. quality of the design of slides; engagement with the audience; coherence and clarity of description and explanation) (50% weighting for this component);

   Evidence of research (e.g. using appropriate and authoritative sources; appropriate referencing etc.); (50% weighting for this component)

## Marking criteria for the Group Video:

63

Evidence of research (e.g. using appropriate and authoritative sources) (50% weighting for this component);
Clarity of the video and production values (eg. how coherent it is, quality of filming, editing and audio) (50% weighting for this component)

CI465