CLOUD GAMING AND

A valuable reminder to treat your server with respect and courtesy, and to reward people who provide services to you with a proper gratuity for their efforts.

ACTUALLY IT MEANS “MY TIPS”.. 😉

👋 Hi there

DID YOU KNOW-

1. In 2009,a Japanese man(29) married a video game character.
2. The Youngest Professional gamer was 11.
3. **PlayStation 2 is the best Selling Game Console** At the last recorded sales of 2012, it reached a total of $155 million. By now, it should have superseded that number.!
4. There are more than **2.7 billion gamers** worldwide.

Rickroll

1 Cloud Gaming.

What is
the concept.

2 What to be excited about.

a. Performance
b. Portability
c. Convenience

3 And not to

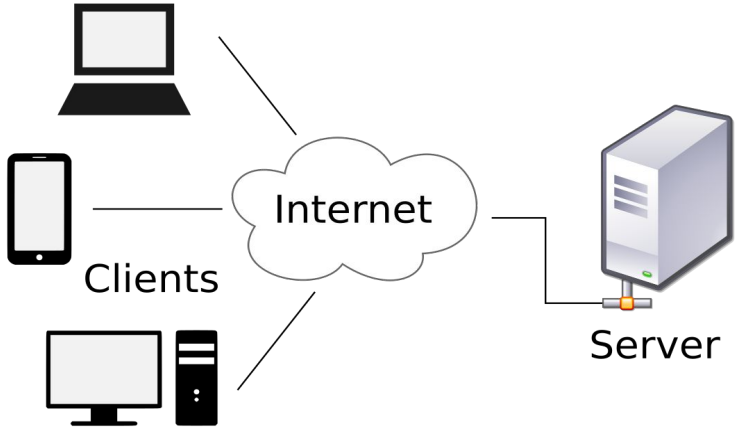
a. Latency
b. Selection
c. Preference

1

Cloud Gaming

It is a type of online gaming to run video games on remote servers and stream directly to user’s device.

It does not require any download or install.



A cloud is **a type of a server**, which is remote (usually in Data Centers), meaning you access it via the internet. You are renting the server space, rather than owning the server.

RYAN REYNOLDS
JODIE COMER
LIL REL HOWERY
UTKARSH AMBUDKAR
JOE KEERY
AND TAIKA WAITITI
LIFE'S TOO SHORT TO BE A BACKGROUND CHARACTER
FREE GUY
20TH CENTURY STUDIOS PRESENTS A BERLANTI PRODUCTIONS/21 LAPS/MAXIMUM EFFORT/LIT ENTERTAINMENT GROUP PRODUCTION A SHAWN LEVY FILM
RYAN REYNOLDS "FREE GUY" JODIE COMER LIL REL HOWERY AND TAIKA WAITITI
PRODUCTION DESIGNER MARLENE STEWART
MUSIC BY CHRISTOPHE BECK
FILM EDITOR DEAN ZIMMERMAN, ACE
PRODUCTION SUPERVISOR ETHAN TOBMAN
DIRECTOR OF PHOTOGRAPHY GEORGE RICHMOND, BSC
EXECUTIVE PRODUCERS MARY McLAGLEN JOSH McLAGLEN GEORGE DEWEY DAN LEVINE MICHAEL RILEY McGRATH
PRODUCED BY RYAN REYNOLDS p.g.a. SHAWN LEVY p.g.a. SARAH SCHECHTER GREG BERLANTI ADAM KOLBRENNER
STORY BY MATT LIEBERMAN
SCREENPLAY BY MATT LIEBERMAN AND ZAK PENN
PG-13
Dolby VISION ATMOS
ONLY IN THEATERS
AUGUST 13
DIRECTED BY SHAWN LEVY

Three important factors of Cloud Gaming

CLOUD GAMING

PERFORMANCE

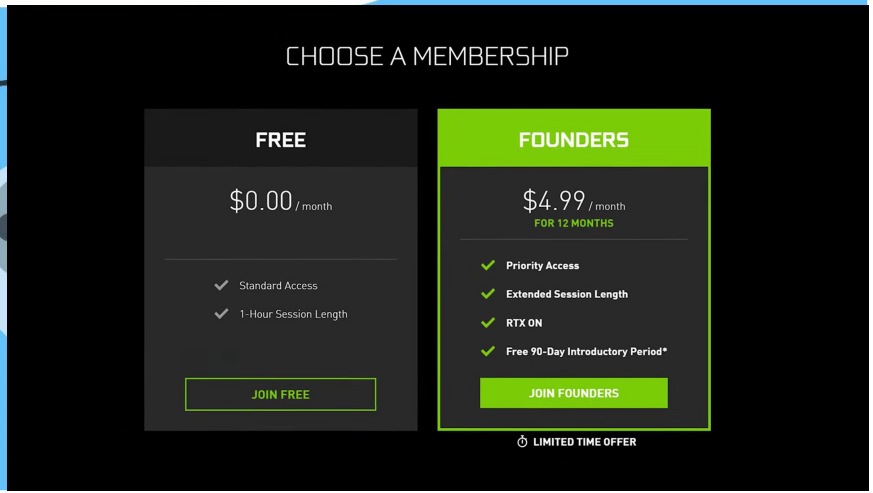
No need for high end gaming PC’s

PORTABLE

Can be played anywhere

CONVENIENT

Just start the game and play no need for downloads

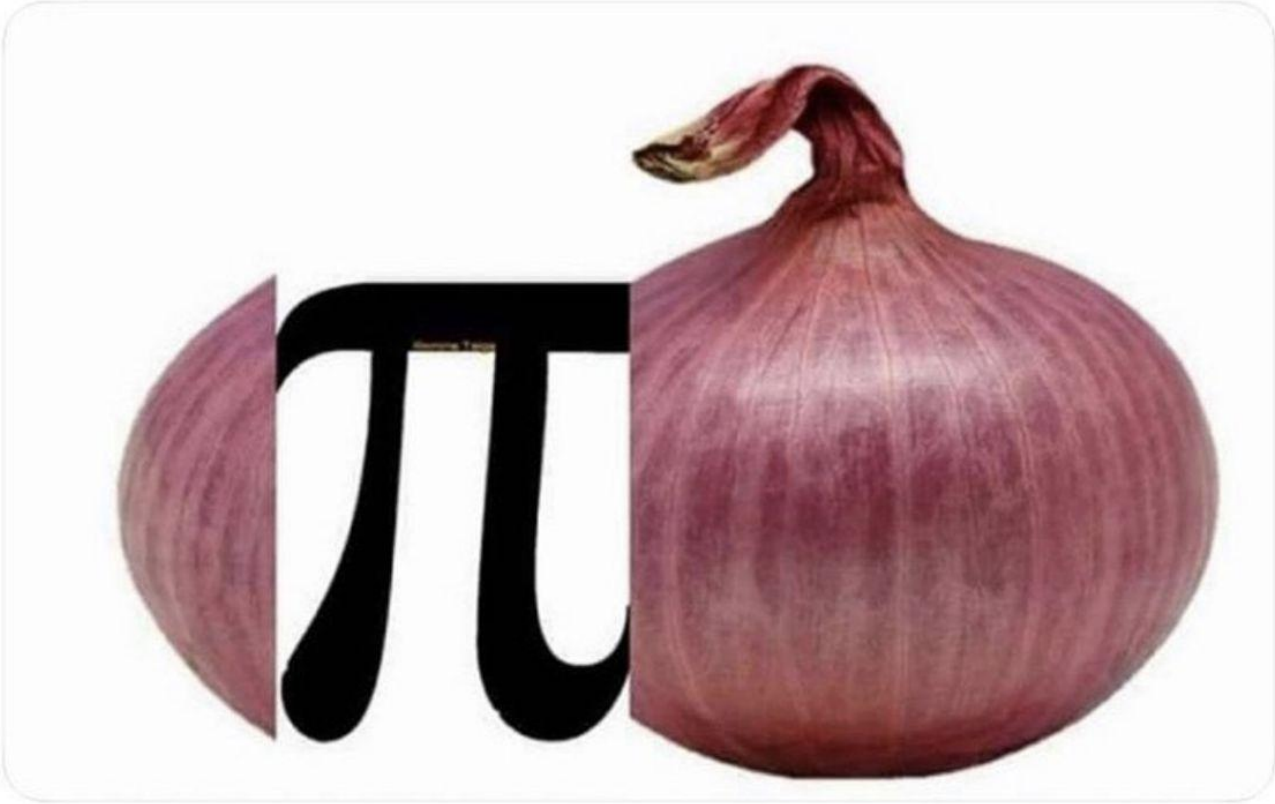


2

Purpose

a. Gaming becomes fully mobile.
b. Now never get outdated.
c. No downloads,no more updates.
d. Grab a controller and play.
e. so,Never be outclassed.
f. so,Never run out of space.

i don't need your



Traditional vs. Cloud gaming

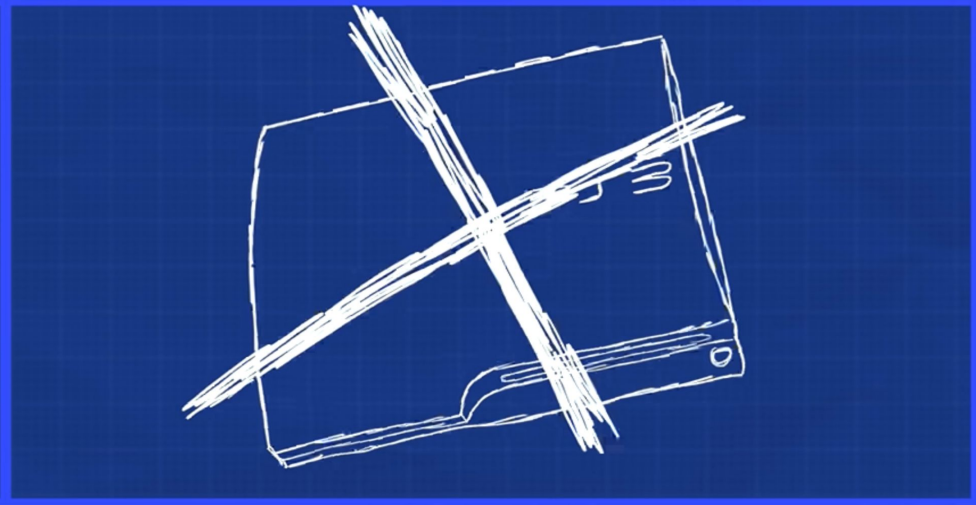
Branding

- ★ The better the spec has the lead.
- ★ Needs to download each game you want to play.
- ★ The peak graphic settings can be tweaked.
- ★ Chance of getting outdated are high.

Performance

- ★ Everyone has equal advantage.
- ★ No need for additional download and Installs.
- ★ The graphical controls are limited.
- ★ Never get outdated.

PS3


PS3

SUPER
COMPUTER

3

The Limiting Factors

5G connection is needed

Less appeal of services

why, the whole concept backfires

Heavy reliance on internet
=

Intensive data usage

Lower selection
Of games

=

Less preferable

Less preference/demand

=

More cost for subscription

CONCLUSION

	Traditional	Cloud
Pros	1. Game ownership 2. Ability to be played offline 3. High performance	1. Convenience (cross-platform functionality) 2. Low loading times 3. Performance unhindered by personal hardware
Cons	1. Higher initial cost 2. Long download times 3. Lack of backwards compatibility 4. Less mobility (bulky hardware)	1. Lower selection of games (newer platform) 2. Heavy reliance on internet 3. Intensive data usage 4. Lack of game ownership

Implication for future

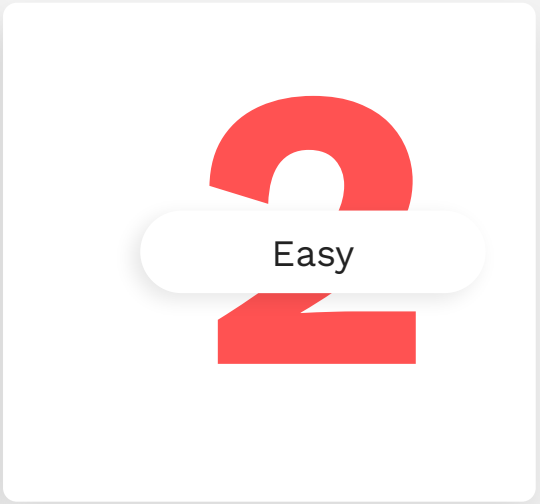
CONCEPT OF CLOUD

THE POWER OF SERVERS

THE NEXT CHANGE IN GAMING

Q&A

1
Be


2
Easy

3
On me

Scan by more details