



# 實況大革命

影音改造全球電玩娛樂產業

**How Video is Transforming Video Games** 

Before we start

Who am I?

大家好,我是 Jonathan Chou

Video Games and Online Video

#### A BRIEF HISTORY

讓我們打開電玩史...

# 1980: In the Beginning

不同的時空,相同的樂趣



#### 2005: YouTube



#### 2007: Justin.tv

# Justin.tv

#### 2011



www.twitch.tv

#### 2015: Video Game Video is Huge















#### **Audience Growth**



#### TWITCH = MASSIVE SCALE

WITH HIGH ENGAGEMENT FACTOR

# 60+ MILLION

UNIQUE VIEWERS PER MONTH WORLDWIDE



# 6.9 MILLION DAILY AVERAGE USERS

That's the entire population of Singapore or Berlin!



#### **106 MINUTES**

SPENT DAILY ON TWITCH PER USER

That's two episodes of Game of Thrones back-to-back!

11 MILLION

DAILY CHAT INTERACTIONS

Video games have transcended gaming

#### WHAT ARE PEOPLE WATCHING?

觀眾都在看什麼?

esports



# Inside esports



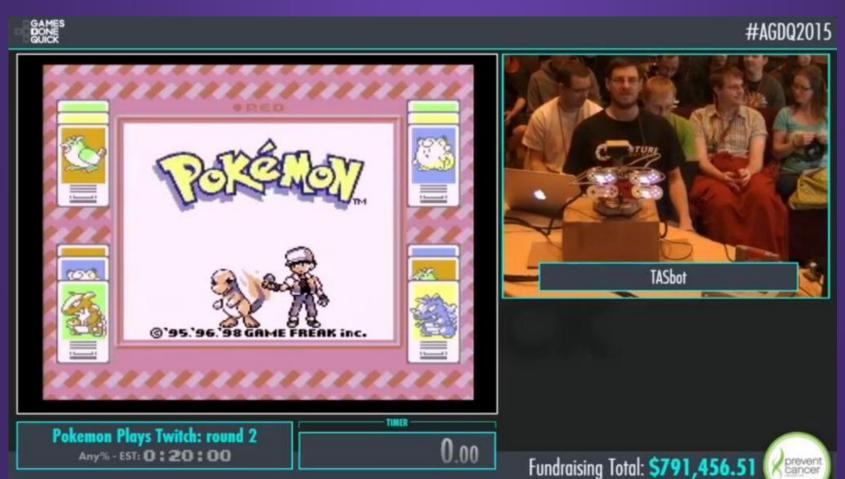
#### Games Media



## Game Developers



# Community Phenomena



# Independent Producers



#### User Generated Video

1,500,000+ Unique Broadcasters Per Month

#### Why Do People Broadcast & Watch?

- It's fun
- It's social
- It's educational
- It's aspirational
- And because they want more

Video is transforming the video game experience

#### WHAT DOES IT ALL MEANS

這趨勢有何意義?

# Game Design and Mechanics



# Game Technology



# Game PR



# Game Marketing



#### Game Media



Next-generation consoles will put video front and center

#### **GAME CHANGER: HARDWARE**

改變看得到,更摸得到

#### Hardware



#### Takeaways

- People love watching other people play games
- Gaming videos are HUGE
- Video has profound impact on the video game industry, entertainment, and advertising
- Consider how your video strategy is affecting your business