Xsolla: Veranstaltungsprogramm für die devcom 2022

Archivierte Textfassung: Veranstalter-Newsletter vom 18. August 2022. Inhalt aus der damaligen Pressezustellung, neu gesetztes PDF ohne private Kontaktdaten.

ACCELERATING VIDEO GAME COMMERCE DEVCOM AND GAMESCOM COUNTDOWN We're just a few days away from seeing you in person at this year's Devcom and Gamescom! Our team is excited to meet you and reconnect with everyone in the games industry, so stop by our booth #B1 on Monday and Tuesday if you're heading to Devcom, and in Hall 2.2, booth #A040-B049 on Wednesday to Friday if you'll be at Gamescom.
https://xsolla.lt.acemlnb.com/Prod/link-tracker?redirectUrl=aHR0cHMlM0ElMkYlMkZ4c29sbGEuY29tJTJGZ2FtZX
// DEVCOM SPEAKING SESSIONS August 22nd-23rd, Cologne, Germany - Booth # B1 If you'd like to hear more about the games industry at Devcom from the Xsolla team, check out one (or more!) of our five speaking sessions throughout the week. CLICK TO RSVP Monday 22 August at 12.00 - 12.30pm SMART PAYMENT STRATEGY AS A KEY DRIVER FOR YOUR GAMING REVENUE INCREASE In this session will cover what factors influence players' purchase decisions, transaction interruption factors you need to be on the lookout for, how in-game purchases are a key part of the game experience, and more. Roundtable Speakers: Sam Gaglani, Executive Vice President of Global Business Development / Enterprise General Manager, Xsolla and Christopher Cheever, Business Development Manager, Xsolla Monday 22 August at 3:00 - 3:30pm READING MOBILE GAMING'S MONETIZATION TEA LEAVES What does the future hold for mobile game studios seeking revenue beyond the app store? If you want to find ways to level up your game's revenue stream, pay close attention to your payment strategy. A simple, uninterrupted payment experience is key to satisfying game consumers and, quite possibly, the key to making your next million dollars. Speaker: Miikka Luotio, Regional Director of Europe Xsolla Tuesday 23 August at 11:30 - 12:10pm THE FUTURE OF VIDEO GAMING AT A GLANCE Join our not to be missed, fireside chat with Dean Takahashi, Justin Berenbaum & Kirill Tokarev. Get inspired by their thoughts on upcoming trends, advanced technologies, effects on funding and their vision for the future of the games industry. Roundtable Speakers: Dean Takahashi, Lead Writer for GamesBeat at VentureBeat, Justin Berebaum VP, Strategic Planning & GM, Xsolla Funding Club, Kirill Tokarev, Head of 80 Level Tuesday 23 August at 5:00 - 5:30pm HEAVY INDIE GAMERS: WHO ARE THEY AND HOW DO YOU SELL YOUR GAME TO THEM? Indie games have captured the attention of thousands of players, inspiring curiosity about their activity and interests. To discover the impact of this trend, Xsolla, 80 Level, and Interpret Games conducted a research study on the behavior of more than 1,500 indie gamers from the US, UK, and Germany. Speaker: Chris Hewish, President, Xsolla Tuesday 23 August at 2:30 - 3:00pm LET'S TALK GAME FUN-DING Join industry veterans Rami Ismail and Justin Berenbaum for a fun, unfiltered fireside chat about the past, present, and future of game funding. Fireside Speakers: Justin Berenbaum - VP Strategic Planning & GM, Xsolla Funding Club and Rami Ismail, Industry CLICK TO RSVP
https://xsolla.lt.acemlnb.com/Prod/link-tracker?redirectUrl=aHR0cHMlM0ElMkYlMkZ4c29sbGEuY29tJTJGZ2FtZX