



@spilgames @hofstede @digimini Spil Games Peter Hofstede Kim Verbon





Peter Hofstede Creative Director



Kim Verbon Head of Game Design







Session program

Introduction

spilgames

Pink vs. Blue



Top tips and pitfalls



Question and answers







spilgames

Introduction

A company overview

Global network of social gaming platforms

Targeted platforms for Teens, Girls and Family - free and easy





130M Unique visitors per month

300 people in The Netherlands, China, Germany and the UK

Advertising and virtual items



Anonymous gaming portals

Social gaming platforms where users can create an **identity**



Game developers

3rd party studio's

Licensed games from independent developers

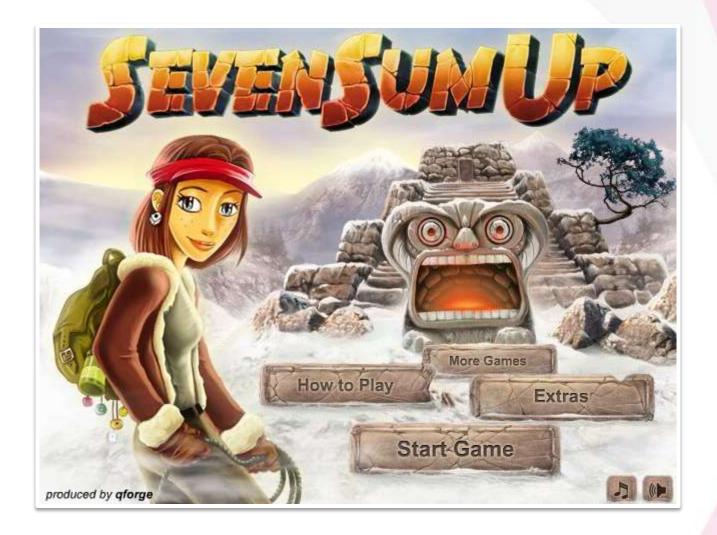






Single player games





Multiplayer games





Mobile browser games



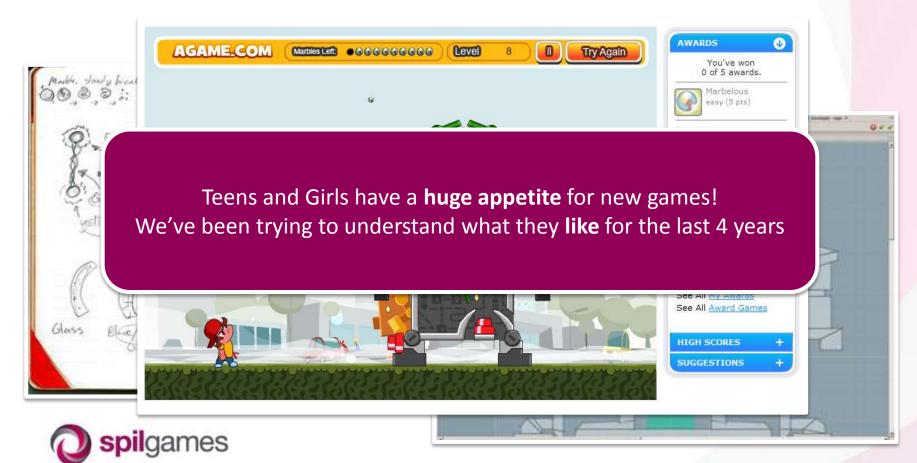


Social Games



Production scale (internal and licensed)

+/- 500 people worked on published games600+ games were developed the first half of the year600M pageviews per month





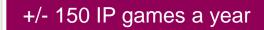
Pink vs. Blue

Comparing some of our best teens & girls games





Do you know them?



10 blockbusters

20% below expectations



The game is about:

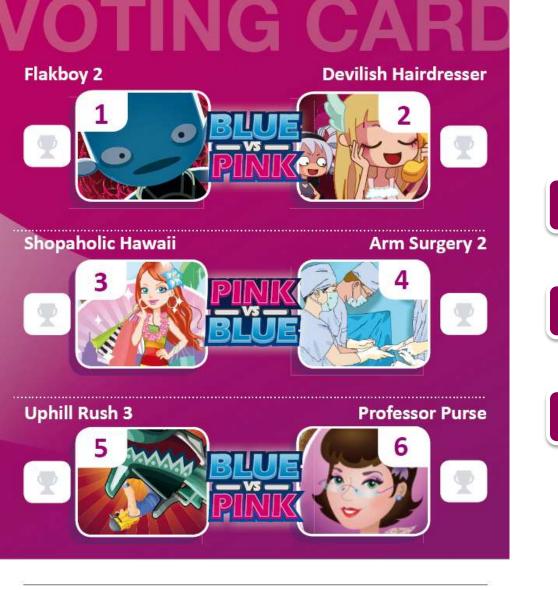


You





The crowd





Insights

Votes!



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Flakboy 2

Devilish Hairdresser







Flakboy 2

Play trailer







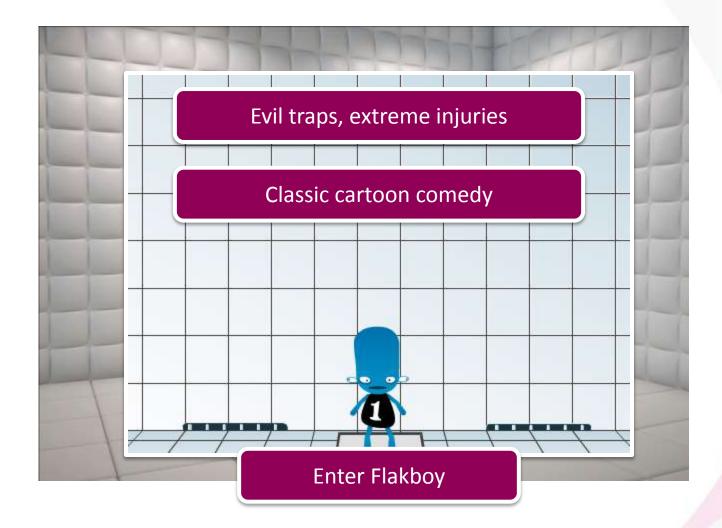
Abuse of Power

Without the normal consequences

















Teens like creative sandboxes



Strategic freedom enables showoff



Extreme and unrealistic themes resonate with teens





Devilish Hairdresser

Play trailer



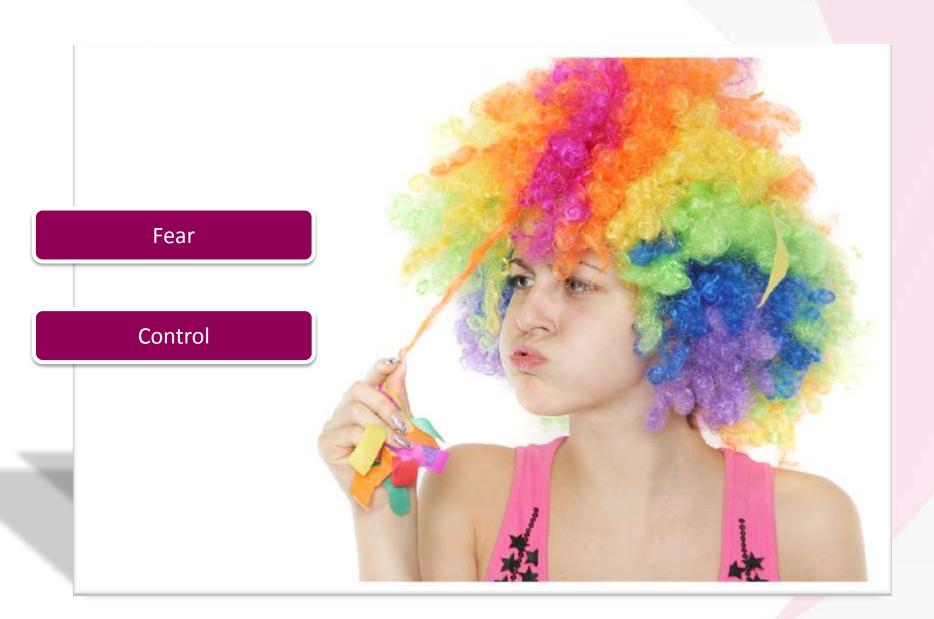




Universal Fears

Spiders or Hairdressers







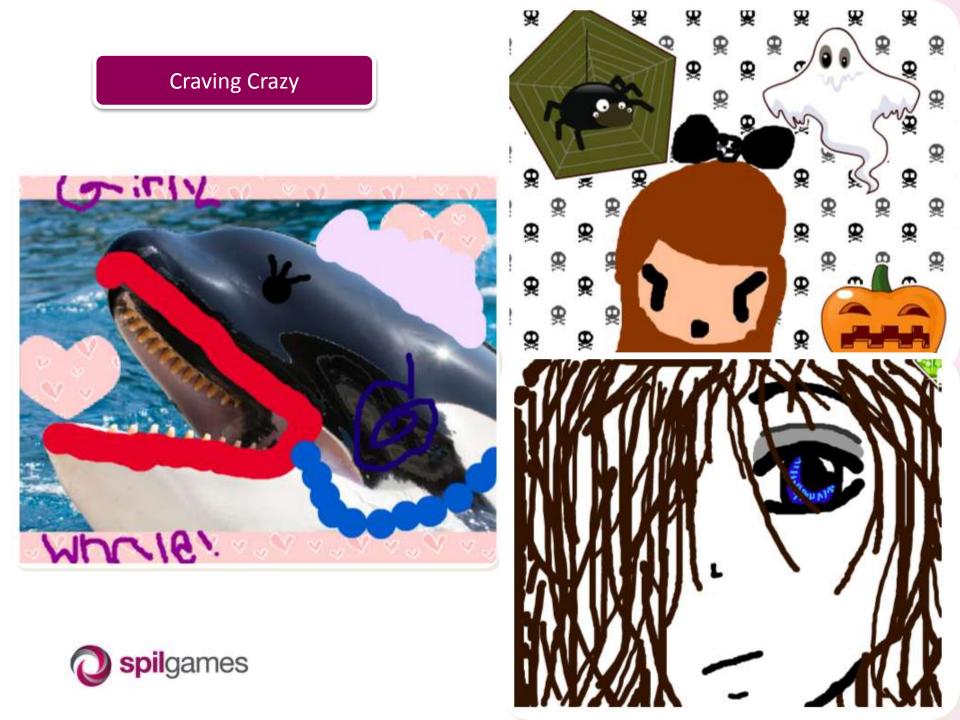






Pretty Pictures







Super Simple Game Mechanic



Devilish Hairdresser



Girls also find it **funny** to be nasty, it's not all about **pink**



Y Taking control of your **fears**



Simple game mechanic: young audience

















Shopaholic Hawaii

Arm Surgery 2







Shopaholic

Play trailer



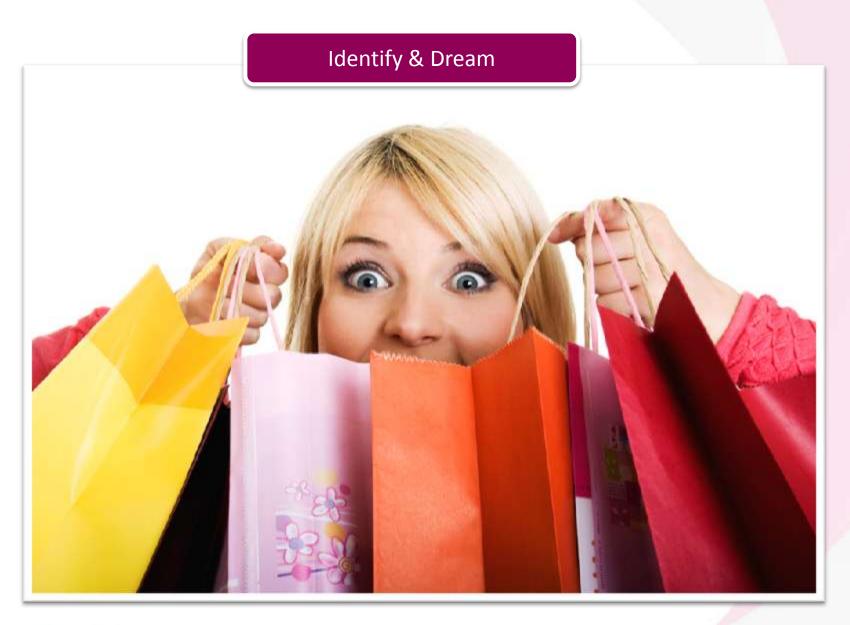






But: spend your money wise!







Important choices



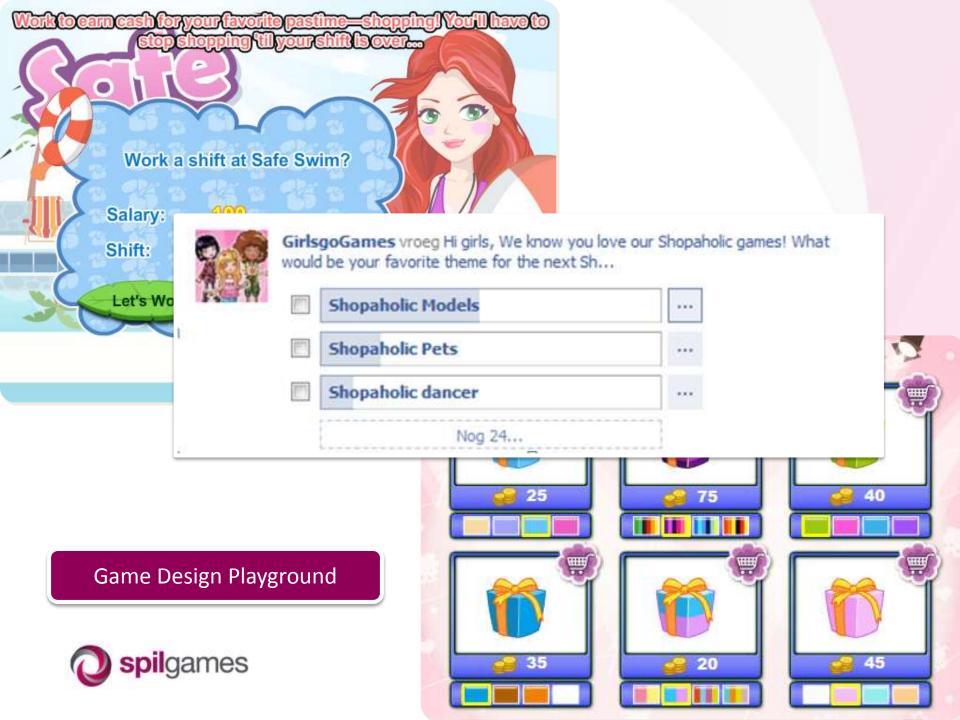


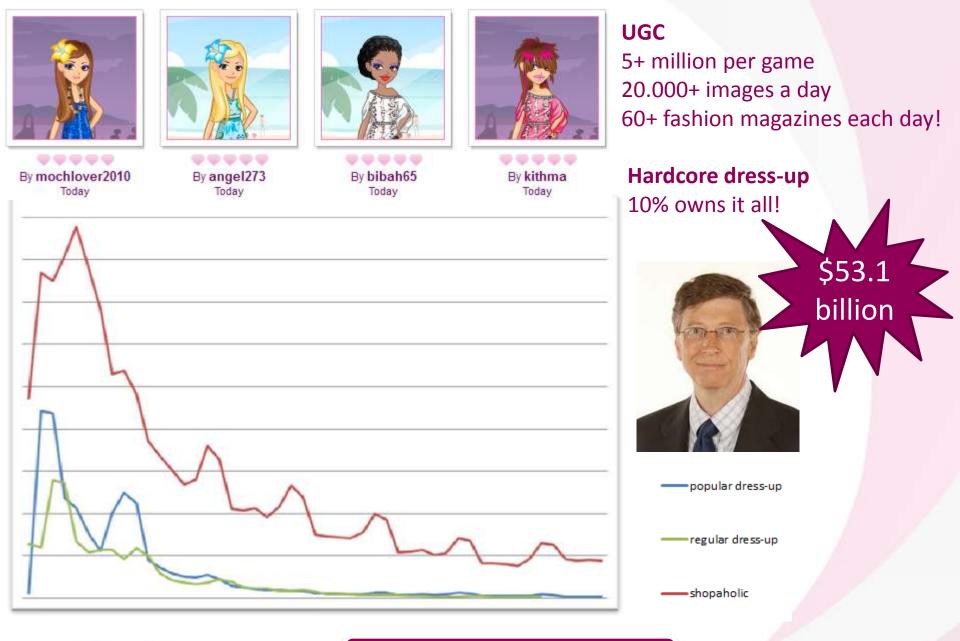














Social & scarcity makes popular

Shopaholic Hawaii



New in dress-up: daily return reasons



Money management: important choices



Shopping! A real life activity!

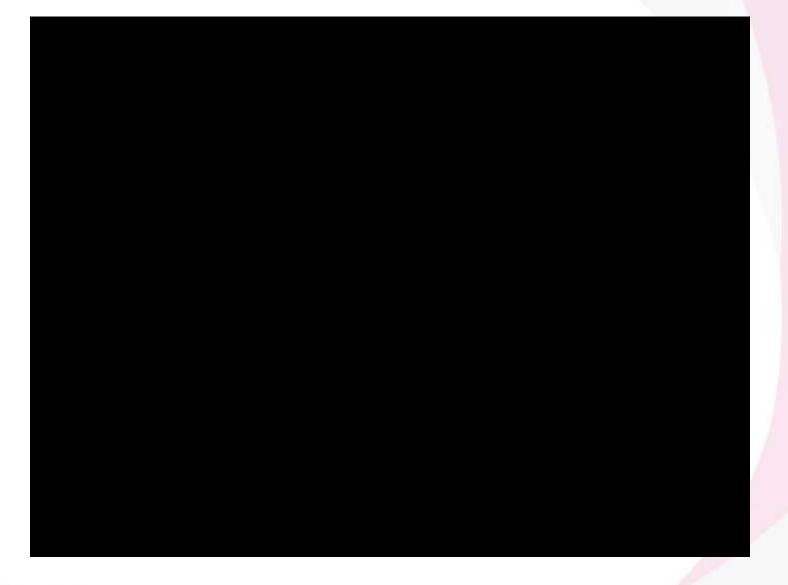




Arm Surgery

Play trailer









But I just have to keep watching



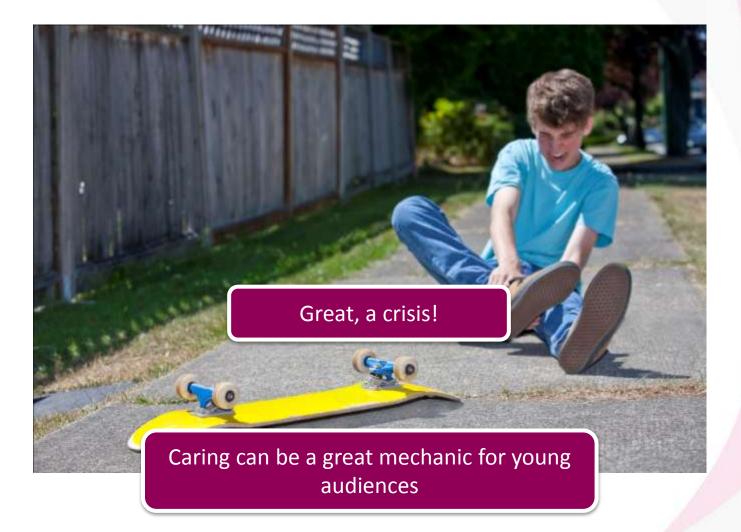


Teens like to push themselves

















Very few surgery games



Helping out can make them feel in control and responsible















Uphill Rush 3

Professor Purse







Uphill Rush

Play trailer





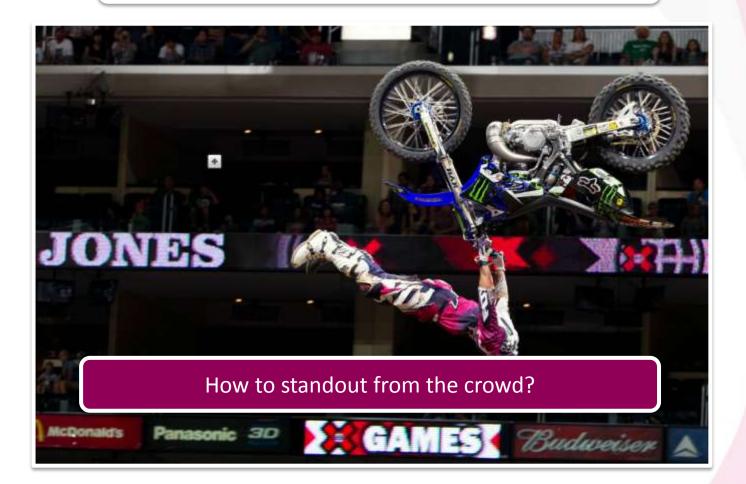


Extreme

Just works

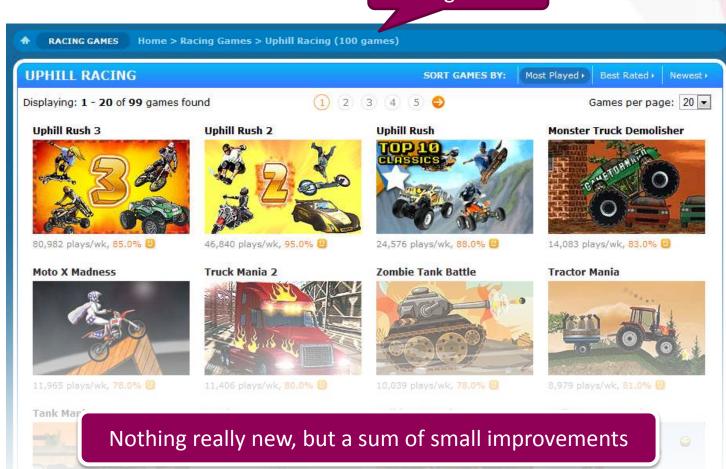


Simulating a popular teen fantasy





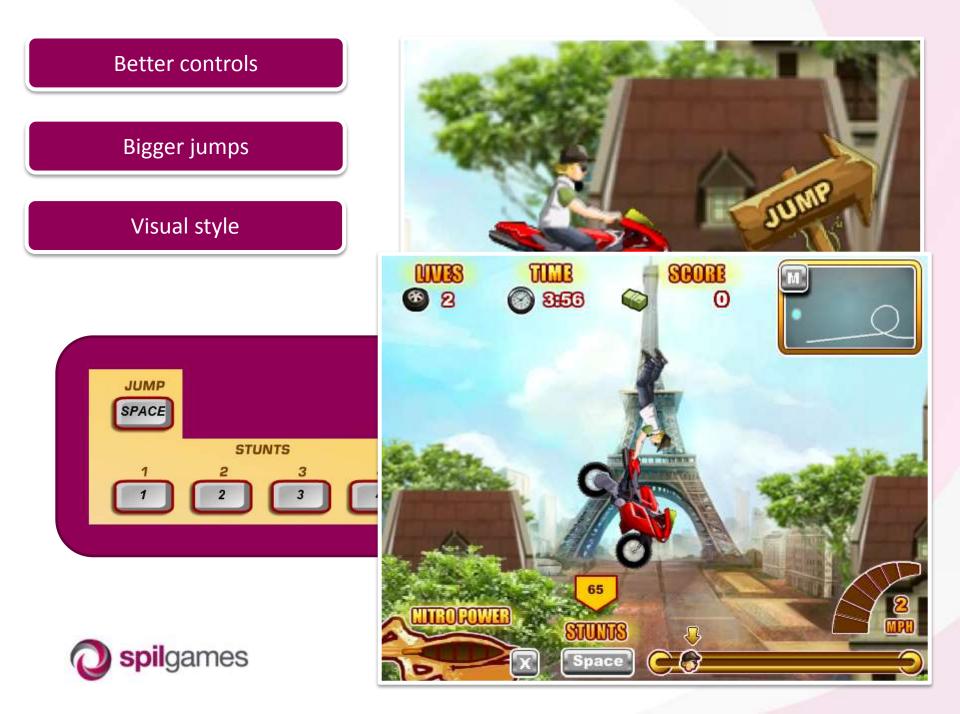
100 games!











Uphill Rush



Big and extreme



Colorful and realistic beats abstract and stylized



Well executed **clichés** often beat geeky masterpieces. Teens see a lot of things for the first time.

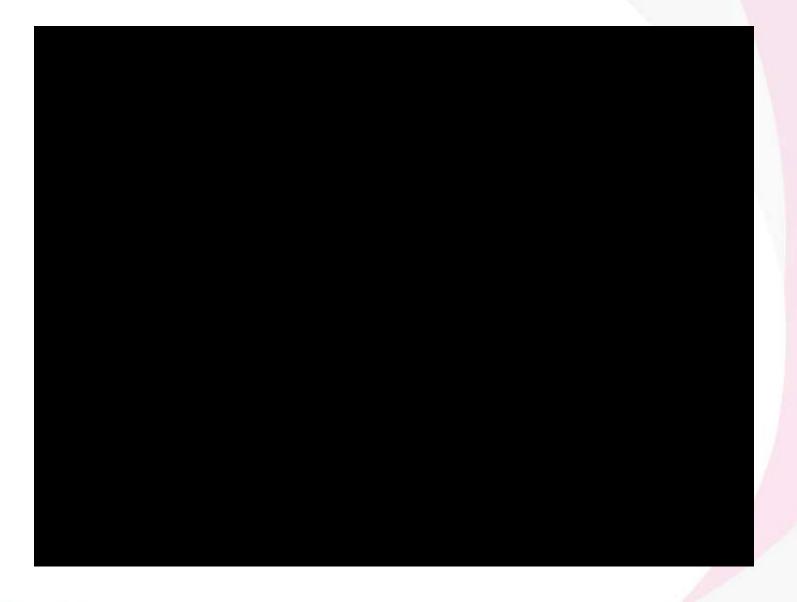




Professor Purse

Play trailer







Who are you?

Tell me more about... me!



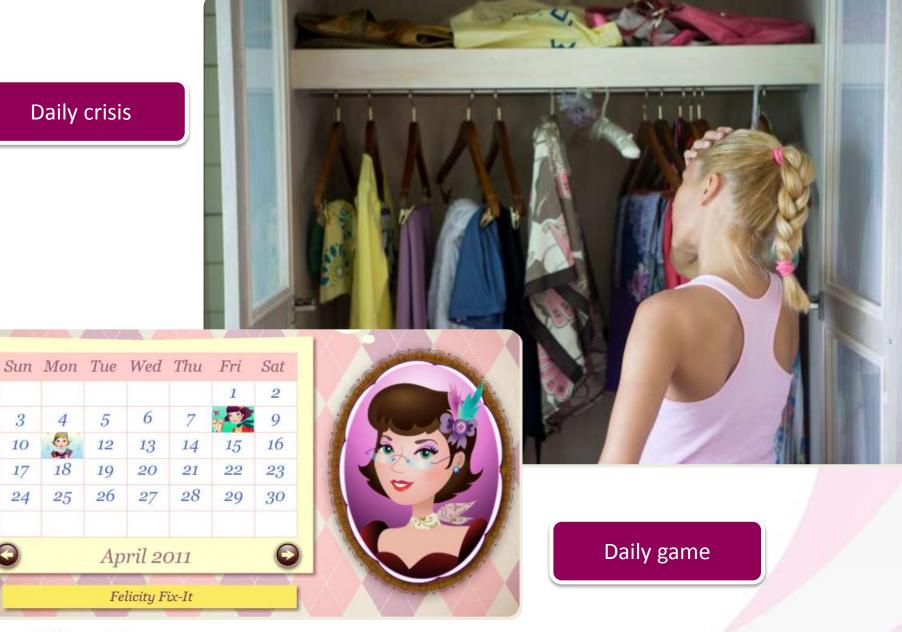


Let me introduce: Koosje









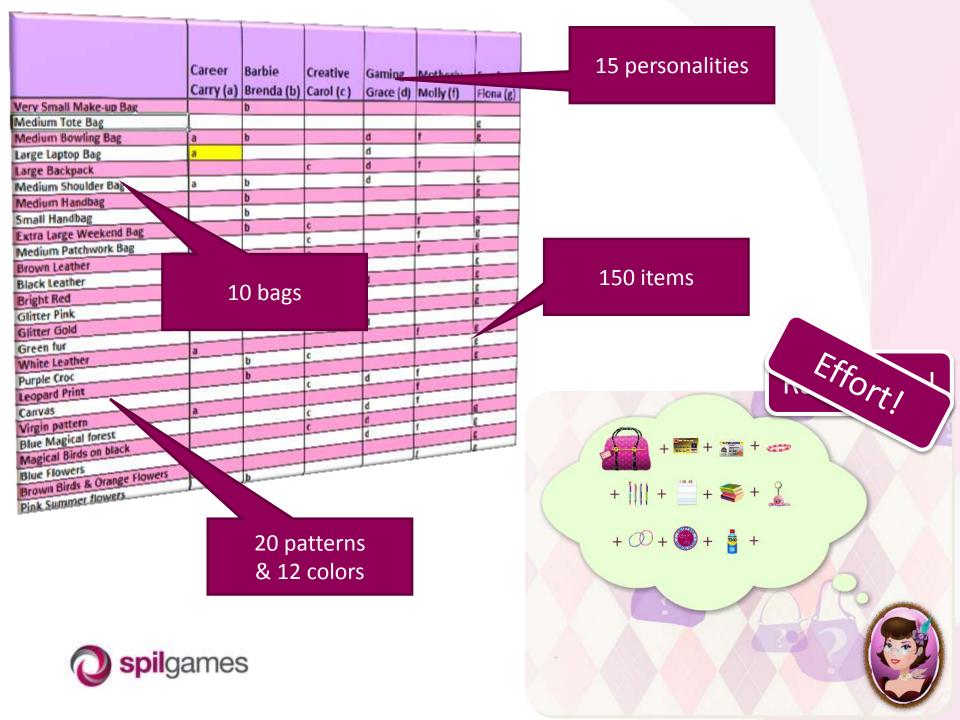




Insight: "Women are their own favorite topic"

Conversation starter insight:

"The favorite conversation topic for women are their hopes and aspirations"







Inspired by real life: wardrobe crisis



Personality test: get to know yourself



Based on magazine feature, not a game







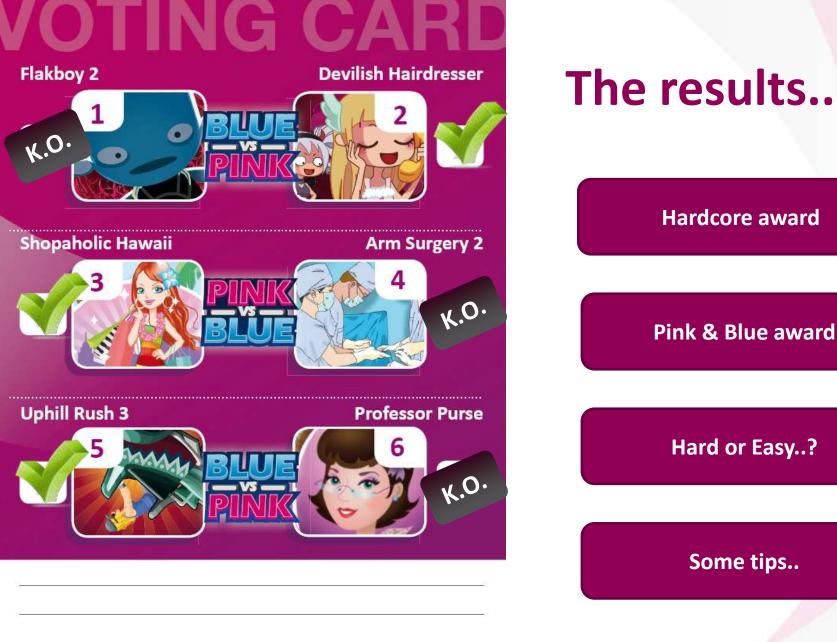












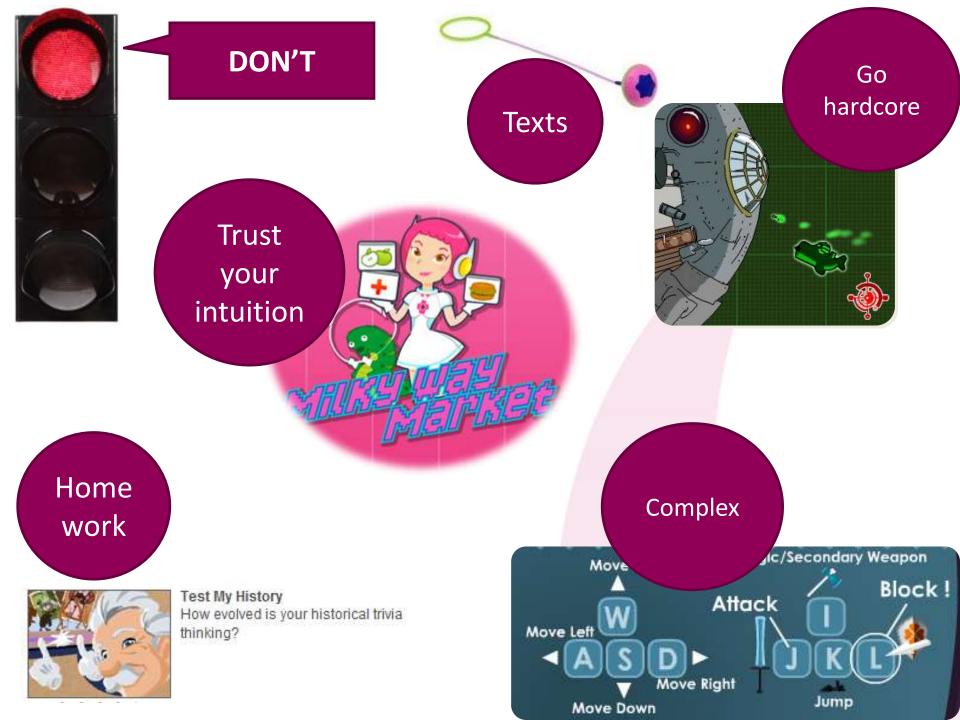


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Tips & Pitfalls

For teens & girls game design







Q&A

Got a game and looking for a global Girls and Teens Audience?

Talk to us!





Thanks!

Contact us

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