How FIFA Delivers Live Content to Users Fast!

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Live Content is better!

- Monetizing or not monetizing
- What is Live Content?
 - Not Patches
 - Possibly DLCs
 - Best is new in-game content downloaded when needed!

Examples in the industry

Activision: Call of Duty Microsoft: Forza Harmonix: Rock Band



How did you do this?

- Game is a framework for live content
- Live Content must be special
- Content delivery != Game or Server updates
- Tools not Engineers



FIFA Live Content 1200+ Inform Players 2000+ Player Transfers

100+ Tournaments **40** Seasons

100+ Pack Offer Promotions

150+ Challenges
300+ Games of the Week
52 Matchday Drops

~1000 Messaging Banners
~21000 Lines of Localized Text



Player Updates

- Team of the week
- Team of the Year/Season
- Man of the Match

- Special Versions
- Special Items
- FUT Squad Updates



Player Updates

- Massive community engagement
- Community web sites / forums / twitter / etc



Pack promotions

- Don't discount
- Tell users what's new
- Tie to real world events





CAHILL TRANSFER



Beckham

4-2-2-2

71 DEF

85

64 DEF

67 HEA

SHO

ALL*STAR

Celebrate Chinese New Year with a special Tournament and Pack Offer!

TEAMOFTHEYEAR

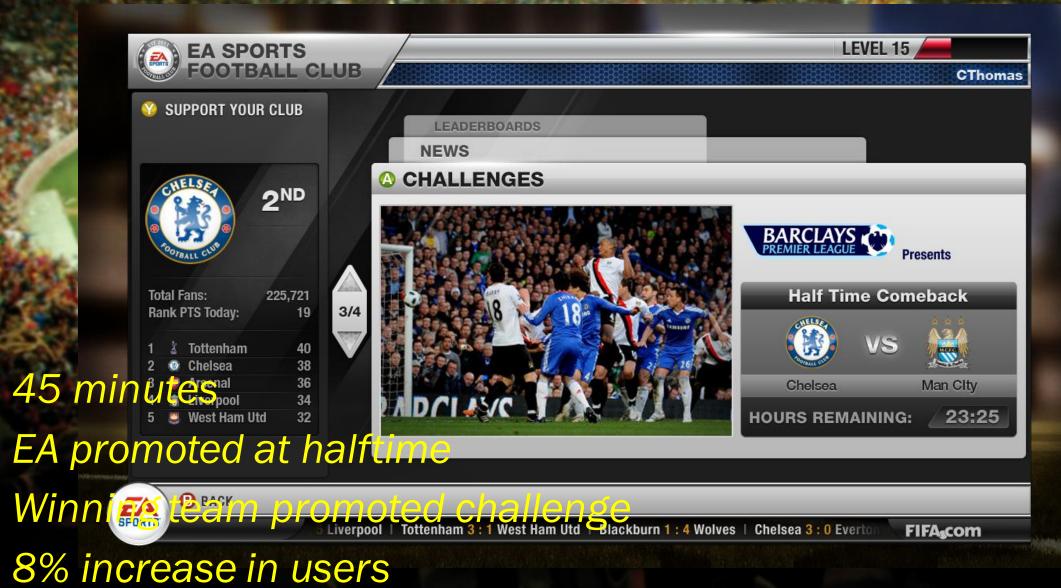
Ronaldo, Messi, and Falcao now available in packs!

THE BEST OF THE MLS! In packs for this week only!

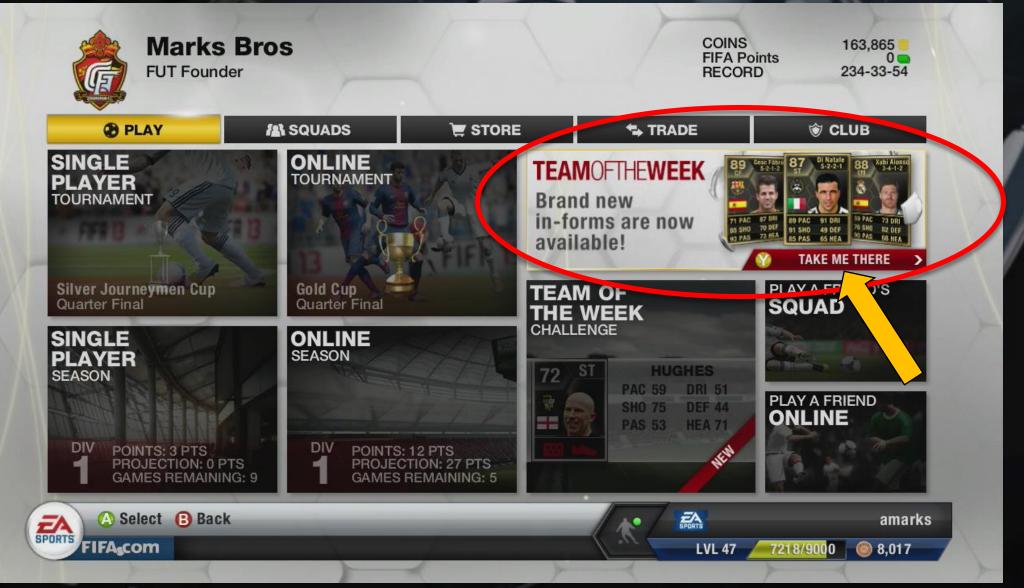
EA Football Club Challenges

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Messaging



Messaging

• Dynamic Text

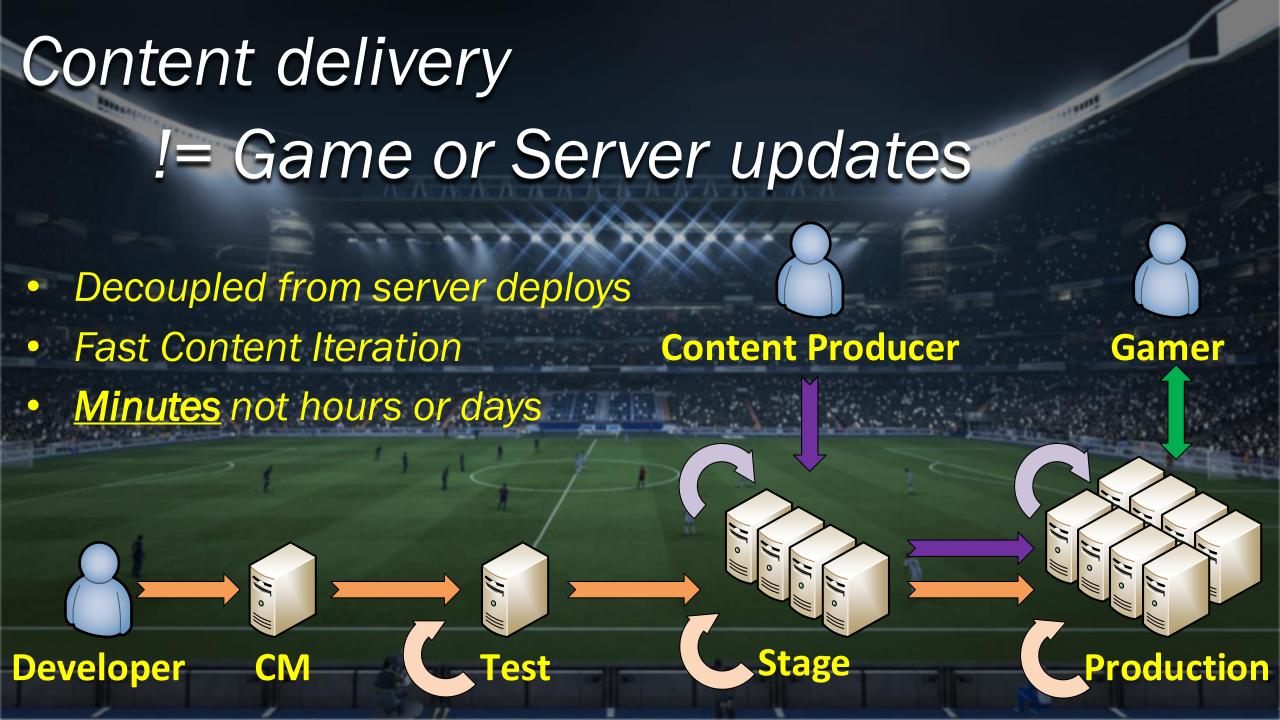
18 to 23 languages * 11 skus < 1 hr



Messaging

Targeted Content drives higher engagement

		NO MESSAGE	GENERIC MESSAGE	DETAILED MESSAGE
NORTH LONDON DERBY PLAY IT IN THE EAS FC MATCH DAY GAMES OF THE WEEK!	ENGLISH	1.1%	1.9%	2.9%
EL CLÁSICO JUEGA LOS PARTIDOS DE LA SEMANA EN EAS FC MATCH DAY	SPANISH	1.2%	2.3%	4.0%
CLÁSICO JOVEN JUÉGALO EN LOS PARTIDOS DE LA SEMANA DE EAS FC MATCH DAYI	MEXICAN SPANISH	2.2%	2.2%	6.8%
GAMES OF THE WEEK IN EAS FC MATCH DAY	COMBINED	1.2%	2.0%	3X 3.3%



Tools not Engineers

- Client app
- Direct DB access
- Some content managed with SQL scripts and data files
 - Coupled to schemas
 - Difficult managing permissions
 - Difficult managing versioning
 - Required local setup
 - Some content coupled to server deploys

Our Past

Tools not Engineers

- Single sign-on web portal
- Angular FE with C# BE
- Use REST APIs only
- All live content uses a tool
 - Decoupled from DB schema

Now

- Centralized permissions
- Always up to date
- Only need browser

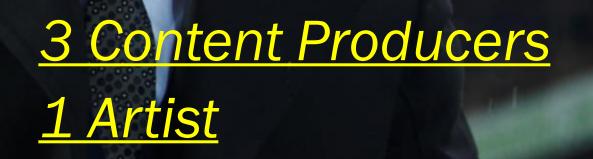
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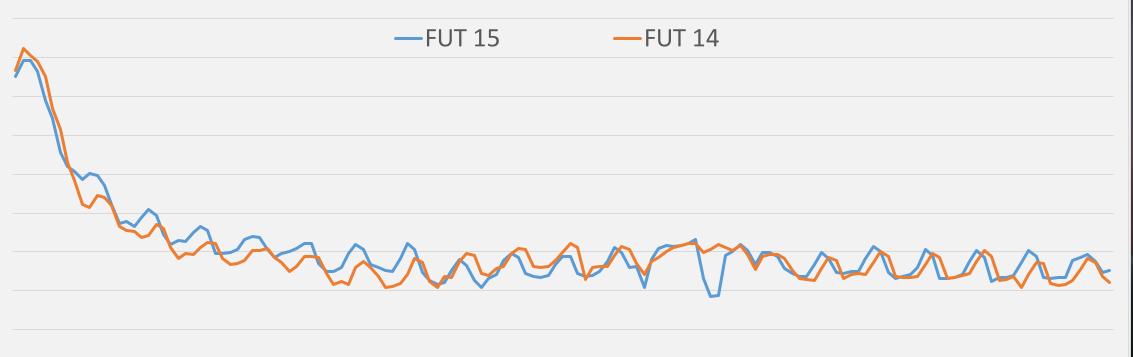
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Some Data



Stickiness (DAU/MAU)



Benefits to gamer

- Compelling always updating experience
- Added variety
- Keeps game fresh
- Increased gamer engagemen

Benefits to you

Increase gamer engagement

Acquisition
Satisfaction
Retention
Monetization potential



Takeaways!



- Separate from patches and deployments!
- Use tools not engineers!
- Make content special!



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