

DAMOVO

Game development
in real time



Change Driver

A leading global game developer based in Europe and the US produces and markets game software that is rich in multimedia, especially high-resolution video and audio sequences.

The company's IT manager faces the challenge of networking over 800 employees who work in globally distributed teams.

These specialists are often difficult to recruit, and can be based in many locations across the world. It is important that they can work closely together - regardless of where they are based.

Furthermore, it is crucial for them to experience the "feeling" of the action in real time in order to evaluate the game scenes.



DAMOVO



Damovo Approach

Damovo equipped several locations across the world with video conferencing systems to broadcast game scenes in real time.

The transmission of high definition live sequences of games in real time via video conference has enabled all of the developers to receive the same experience - providing the best possible basis for discussion during product development.

Everyone knows immediately what is being discussed – enabling all colleagues to judge on the same basis and reach a decision within a short timeframe. With the new solution, the game developer is able to test a new sequence ad hoc, share it with the globally distributed development team, discuss it and quickly identify improvements.



Customer Value

DAMOVO

How the **IT Manager** benefits

Feedback is collected in real time, decisions can be made faster and new products can be developed and brought to market more rapidly.

How the **company** benefits

Travel expenses for employees are significantly reduced. They can also use their time more efficiently when they don't have spend time travelling.

The use of modern communication technology increases the attractiveness of the company for potential new employees.

The company is perceived in the market as innovative, flexible, emotional, multicultural and future-oriented.