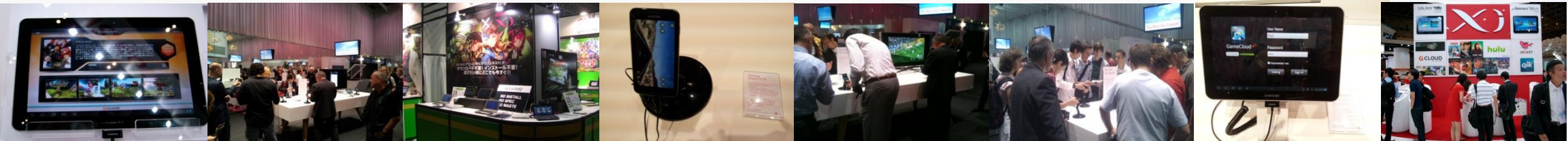


*Gaming Anytime
Gaming Anywhere*



Ubitus GameCloud®

The Leading N-Screen Cloud Gaming Platform



● Who are we?

THE Technology Leader for Cloud-based Richmedia Services

To empower our customers to
embrace richmedia cloud computing technology and
make their services universally accessible and
friendly

Recognition from Nvidia:

NVIDIA Emerging Companies Summit 2009/One to Watch



What we do?

Take the pains out of Developers, OEMs and Service Providers!!!

Selected examples

Anytime anywhere
Media Experience

Assisted Tier 1 OEMs to deliver **High Quality** Entertainment And contents to their smartphones/tablets/PCs without worrying **Formats, Codecs** nor **Device Types** on the fly

 SAMSUNG

N-Screen Cloud
Gaming Experience

Co-launched **world's first** commercial **mobile/LTE cloud gaming** service with Tier 1 telco and Internet game content service operator.

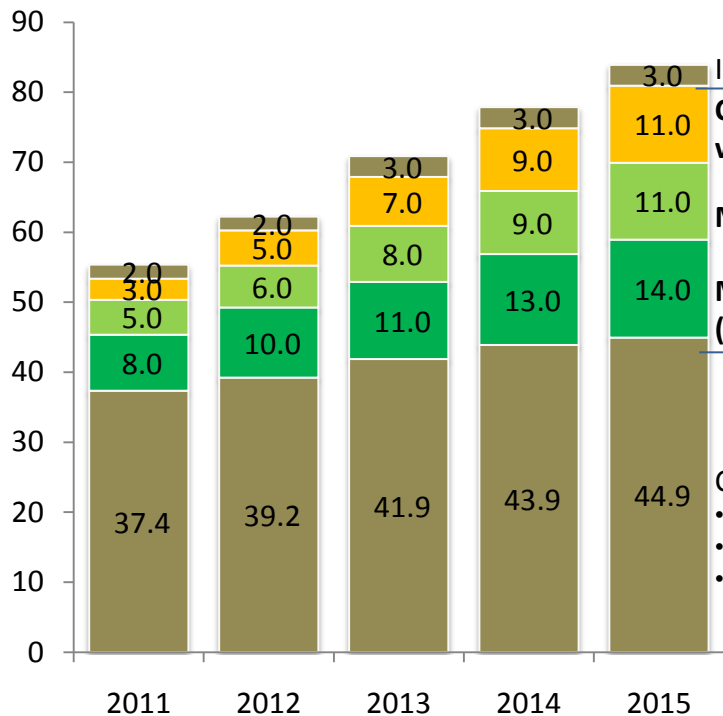
 NTT docomo

Anytime anywhere
Community Experience

Take away the differences between Devices and **allow true ubiquitous Sharing** among Tier 1 OEM devices users

 SAMSUNG

Great news ...



BUT

CAGR

In Game Ads: 11%

Casual & social webgames: 38%

MMO Subs: 22%

Mobile Gaming (Apps+Txns): 15%

Console/PC/HH games: 5%

- Console/PC/HH games:
- Packaged
 - DLC
 - Expansion packs

Nightmares ahead...

More platforms



- Across devices
- Richer experience
- Visibility
- More customers
- Revenue

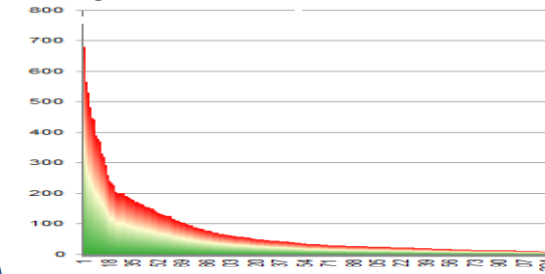
- Screen Resolution
- Screen DPI
- Physical Size



- Input
- Processor & Memory
- Technology

Shorter cycle:

monetize through widest audience possible
LWAS



weeks on sale →

- Hollywood-alike Big hit
- Long-tail for others.
- Games launch, and reach highest population immediate

Gaming future from 2) OEMs and 3) Telcos' perspectives



OEMs

Key challenges

User-centric (content follow me):
 Enable richmedia content/app. run seamlessly on different devices.



Core tech. required

- Embedded device & content/app. virtualization.
- Device BSPs, OS, middleware & web runtime expertise.

Native Clients



Widgets

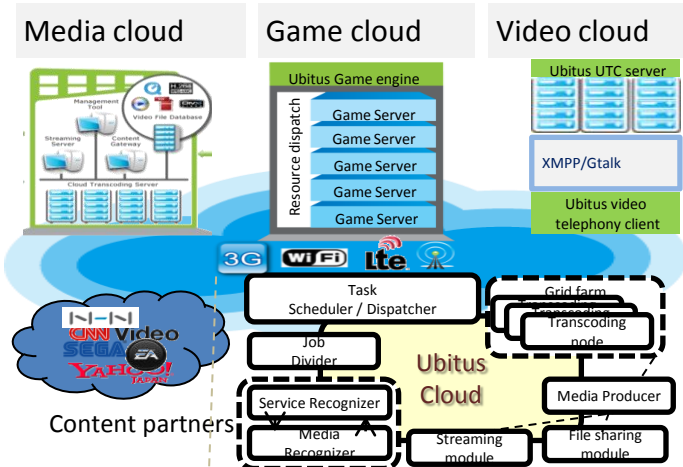


Telcos

Provider-centric (service follow me)
 Accelerate cloud services time-to-market for carriers/CPs with turnkey solutions



- Scalable, reliable & flexible DSP/GPU cloud architecture
- Gaming, media & video cloud solution reference designs.
- Deep alliances with supply chain (Servers HW, Media, call centers)



Dragon Nest on G CLOUD



TV Interview: N-Screen Cloud Gaming



http://v.youku.com/v_show/id_XMzA0MjQxMzA4.html

http://v.youku.com/v_show/id_XMzMxOTMwNTQw.html

Dragon Nest on G CLOUD



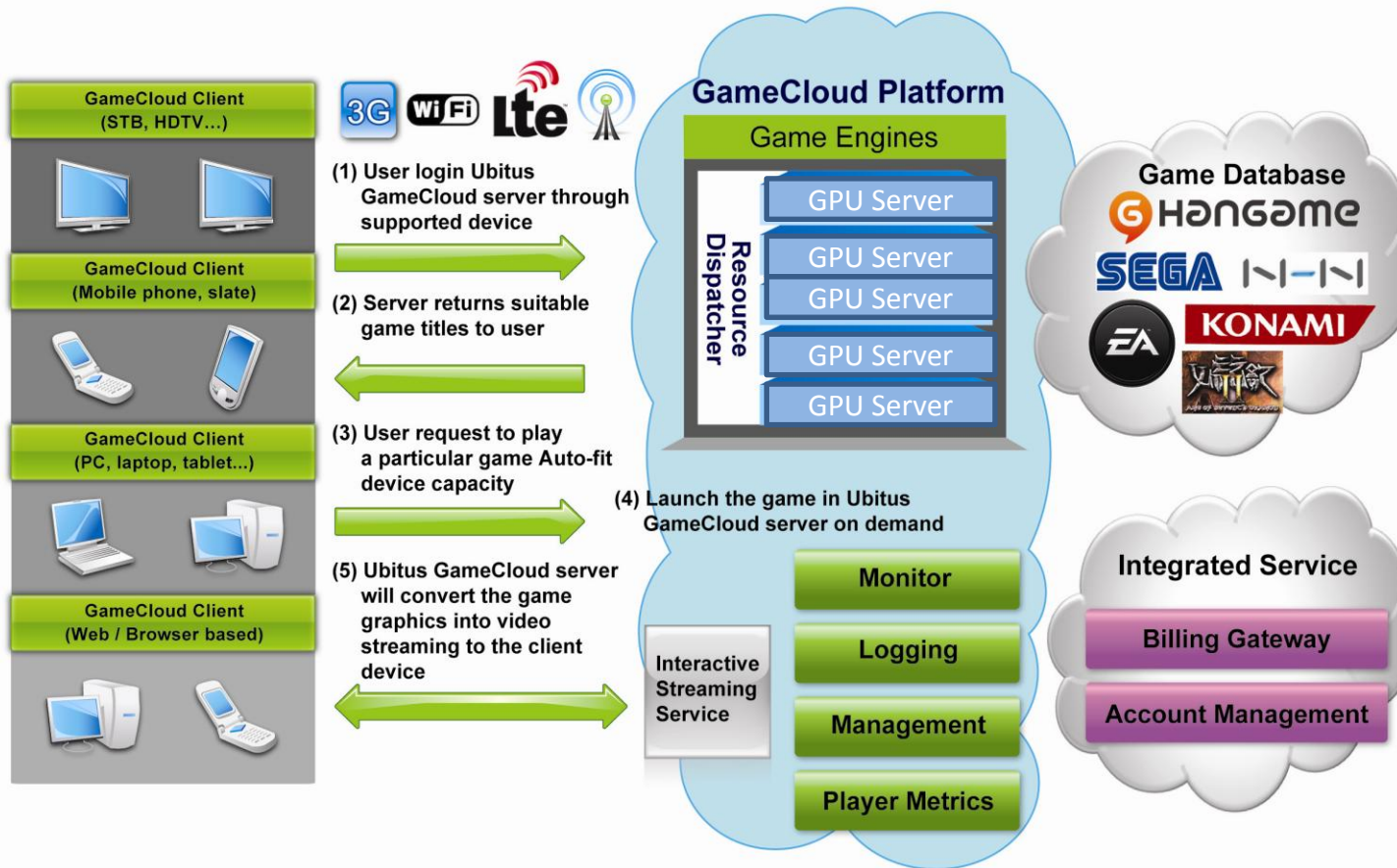
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TV Interview: N-Screen Cloud Gaming



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How Ubitus GameCloud® Works Out?



- Cross device, N screen gaming among various terminals
- Leverage advanced GPU/CUDA for speeding up game graphics rendering and video encoding
- Reduce time to market for mobile/IPTV game development with video streaming approach



Thank you

Time for Your Questions