



# METRICS & ANALYTICS FROM NVIDIA GRID™

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# NVIDIA GRID™ FUN FACTS

**NOV 18 2014**  
LAUNCH

**> 160**  
COUNTRIES

**40**  
GAMES  
AND COUNTING

**> HALF MILLION**  
SESSIONS

**99.7%**  
UPTIME

**78 MILLION**  
DATA POINTS  
PER 2-HR SESSION

**> 500**  
8-HOUR  
SESSIONS

INDIVIDUAL PLAYERS  
HAVE LOGGED  
**> 400 HOURS**

TOP TRAVELERS  
**9 COUNTRIES**  
**27 CITIES**

**BORDERLANDS 2**  
TOP N.A. GAME

**SAINTS ROW 3**  
TOP EU GAME

**SAINTS ROW 3**  
TOP APAC GAME

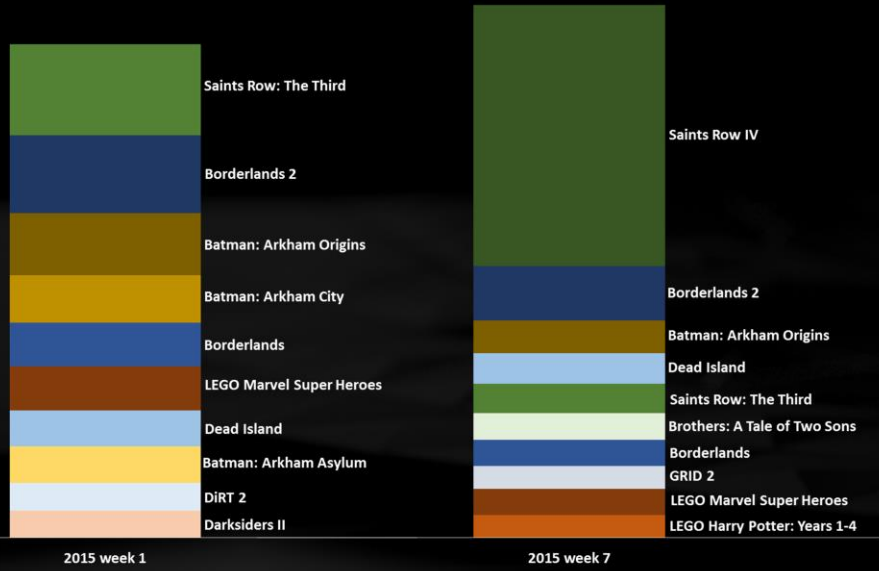
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# CLICK-TO-PHOTON RESPONSE TIME



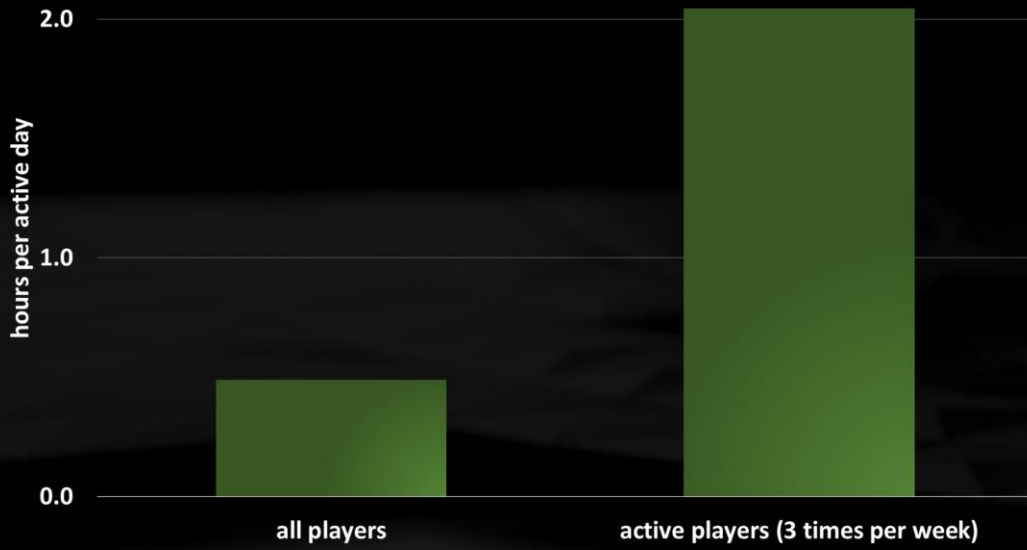
# NVIDIA GRID™ TOP 10 GAMES



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normalize for more recent games

# NVIDIA GRID™ PLAY TIME

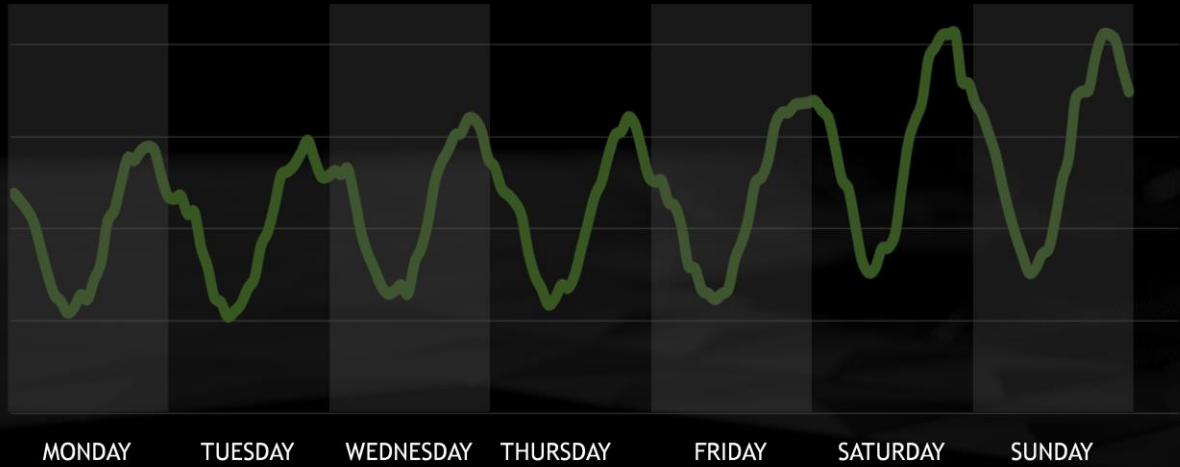


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aggregate session yield chart (week to week or day to day)

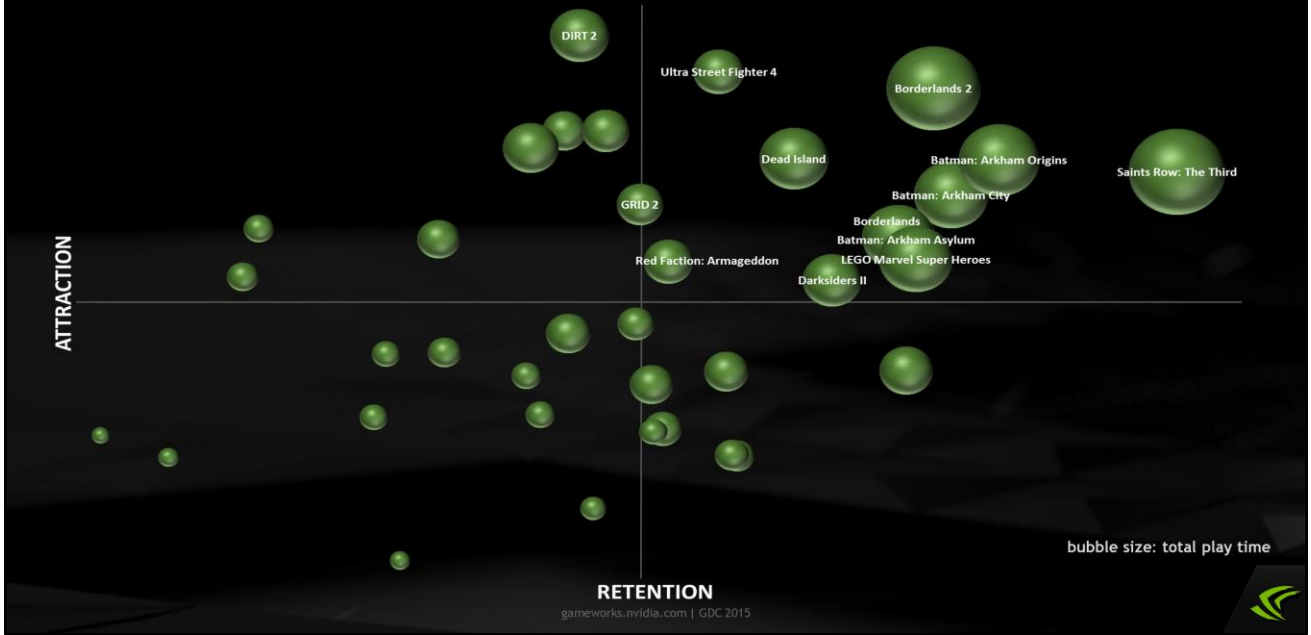
# NVIDIA GRID™ TRAFFIC CYCLE



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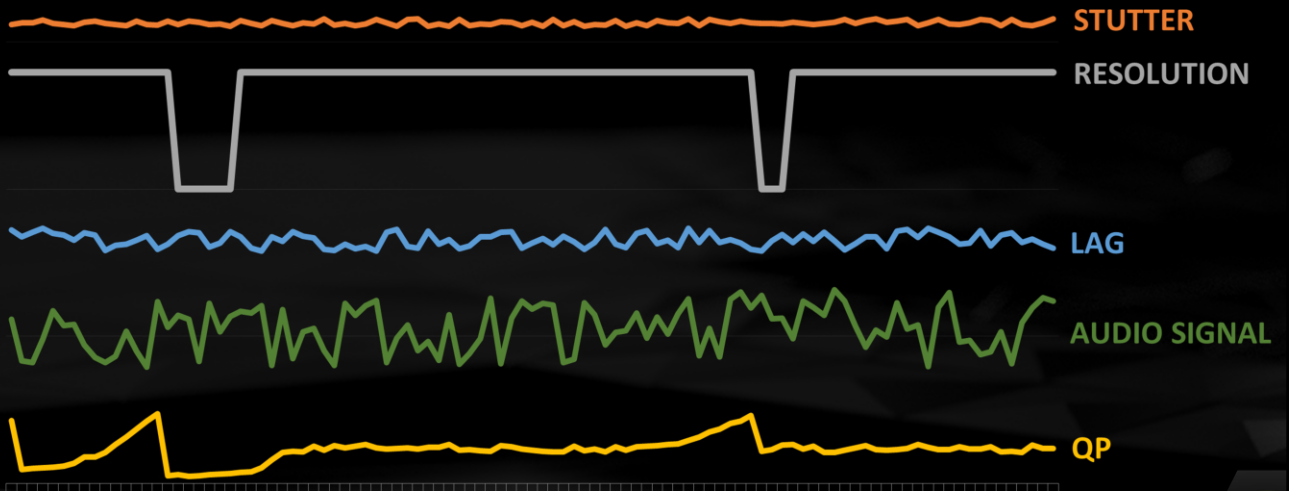


# ATTRACTION : RETENTION



# NVIDIA GRID™ TELEMETRICS

## TOTAL QUALITY SECONDS PER MINUTE



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# NVIDIA GRID™ GAME ANALYTICS

## HTTP Protocol for Game Devs to Track:

- User Events and Trends
- Game Performance
- Exceptions
- Retention
- Campaign Performance
- etc

## Basic Request Protocol

parameter	purpose
version	protocol version
measurement ID	ID of the event or metric you are tracking
value	Optional metric value
tags	Optional list of key-value pairs that you want to associate with the event or metric



NVIDIA GRID™  
PRESENTATION  
3/6/2015

10:00 am – 10:10 am	NVIDIA GRID™ Platform and Architecture Overview
10:10 am – 11:00 am	GameStream Streaming Technology Overview
11:30 am – 12:00 pm	Data Analytics from the NVIDIA GRID™ Service
12:15 pm – 1:15 pm	Developing Games for NVIDIA GRID™ NVIDIA GRID™ Link SDK

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