

GAMING AND THE EDGE

HOW **EDGE** IS POWERING
CLOUD GAMING.





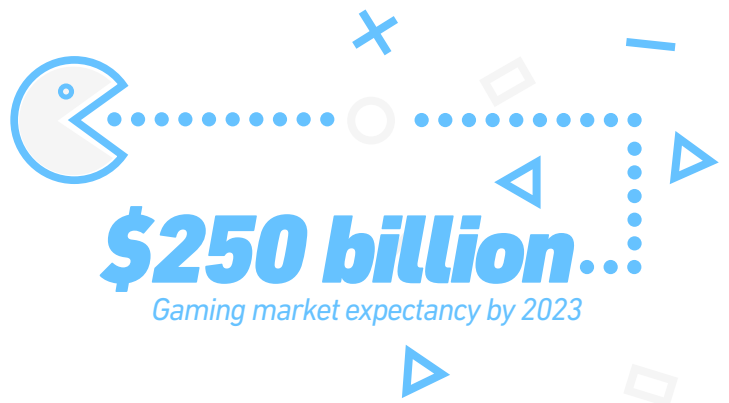
CLOUD GAMING, SOMETIMES REFERRED TO AS GAMING AS A SERVICE (GAAS), HAS COME A LONG WAY SINCE THE FIRST FEW ENDEAVORS INTO THIS PIXEL CRUNCHING, DATA INTENSE CATEGORY.

All the big players in the market are finding success with their relevant platforms and everyone is looking to get in on the action. Some of the big names driving cloud gaming are Google's Stadia and Microsoft's project Xcloud scheduled to roll out in 2020 with 50 games that work on windows 10 pcs and devices with android operating systems.

Billion Dollar enterprises are being built on the back of this cloud gaming trend, with fans eager to embrace this innovation. eSports, content updates, season passes

and premium DLC's are all features games look to explore as they move towards being viewed as a service. According to DFC research.

The market as a whole is expected to reach \$250 billion by 2023, largely driven by mobile games and popularity in emerging markets.





High performance online graphics gameplay will depend heavily on technological advances at the edge

There are however hurdles to a game players cloud experience. Gaming is not a passive form of entertainment like streaming video, each complex control needs to be carried back to the server to perform an action in the game.

The shortest delay in control response could mean a potential missed shot or miscued jump.

Even with high-speed internet latency is an issue. Compounding these problems is the video output quality demanded by modern gamers. Gamers who

play regularly on laggy platforms have complained of sea sickness and nausea making the game play physically uncomfortable.

Edge is the missing piece to the game graphic processing puzzle. Edge computing simplifies the distribution of application processes as close to the end user as possible. Less distance for the game data to travel for a response, means quicker real time output. This faster two-way data stream will make for a smoother more immersive gaming experience.

The knock on from this move to the edge, will be greatly improved eSports, AR and VR experiences. Meaning game developers will be able to push the envelope and creative limits in terms of world building and game play mechanics.

DOES THE FUTURE NEED A CONSOLE OR JUST A CONTROLLER?

As GaaS move towards the edge, we may be closer to a console less gaming society than ever before. The future may no longer see gamers bound to the need for a console, with the heavy lifting of computer graphics handled by edge devices mimicking consoles closer to where the action is (i.e. where the gamer is physically located).

The world waits to see if Stadia (Googles cloud game service launched November 19, 2019; 5 months ago to 14 launch countries) will deliver on its promise of being able to play high quality games on almost any device anywhere. Imagine being able to start a game on the way home from work on the bus via your mobile device and being able to continue that same game on your big screen smart tv when you get home.

The future for gaming looks bright, shiny and delivered in glorious 4k all underpinned by the ever-evolving innovations of edge and edge infrastructure.

ABOUT DXN LIMITED

DXN are edge infrastructure manufactures and we are fully committed to building the framework that will support the technologies of the future.



Edge is playing a substantial part in providing processing power that may elevate the need for traditional consoles



GIVING YOU THE EDGE

Rapid Deployment

Modular

Different

DXN is a vertically integrated data centre company. DXN design build operate and own and lease data centre infrastructure. DXN build rugged, resilient and purpose-built Edge data centres. Engineering and manufacturing are completed locally in Australia and DCs deployed to any site globally. DXN customers tailor environmental and physical security to suit their requirements, all certified by the Uptime Institute.

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