

Changing the game with technology

Cloud gaming, it's history & failings. Where we are today and what the future will bring.



Doki who?



CEO | Co-founder

- Entrepreneur in gaming since 2006
- Education in physics
- Experience in game development, platform development, strategy, management, innovation
- Early follower and sceptic of cloud gaming
- Innovator

Utomik



The service: 1000+ Games in one easy subscription



The technology: smart predictive instant play download with native compute

■ Downloaded: 67mb ■ Required: 86mb ■ Total: 2.2GB

Downloaded

Play!

This part will download while you play

Start playing after downloading a small part. No installations. No patching. No distractions.



Cloudgaming history: The early pioneers in the first decade of the millennium

The struggle is real



Cloudgaming history: Chapter 2, market readiness & big movers

The big boys buy the left overs to build the future

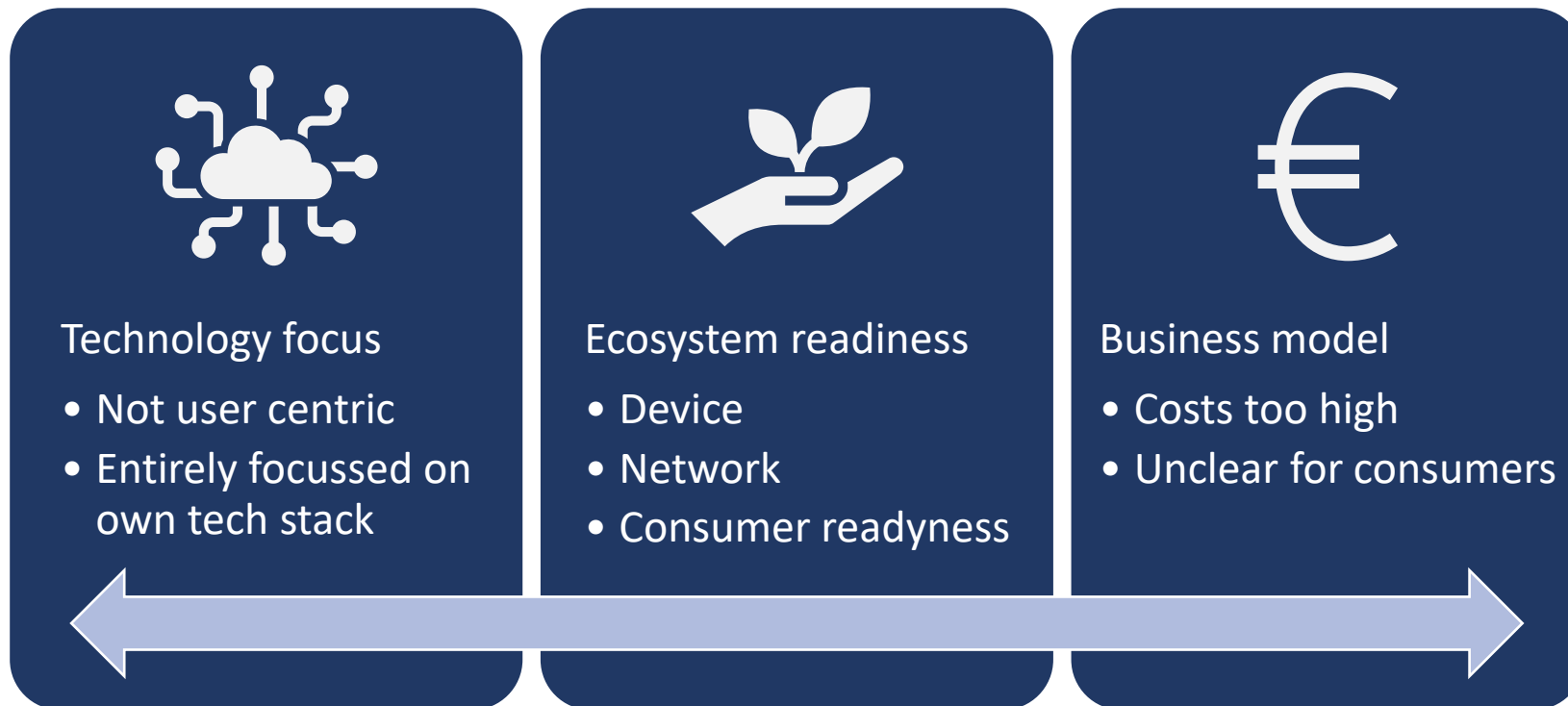


First sort introduction to the cloud latency stack



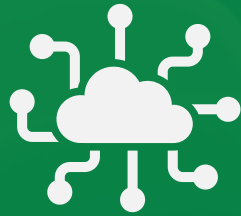
Why did many fail

A combination of factors led to cloud gaming not taking off



Where are we today

The breakthrough is happening



Technology

- Aware of the full stack



Ecosystem readiness

- Devices almost ready
- Network “ready”
- Consumers are ready



Business model

- “more clear”
- Affordable



The future of “fibre/cloud enabled” gaming

- Hybrid is the way forward
 - A mix between native and cloud as the ecosystem evolves
- Gaming omni present in our lives like music and video
 - The meta verse will boom
 - Gaming valued as culture
- New experiences
 - Multi-player evolved
 - The meta verse
 - Blurred line between watching and playing
 - Etc.
- Utomik to join in 😊



Contact details

Doki Tops

CEO | Co-founder



doki@utomik.com



www.utomik.com



Utomik Office EU:

Paradijslaan 5, 5611KM Eindhoven, The Netherlands.

